JUDGE DREDD

MINIATURES GAME

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CONTENTS

INTRODUCTION 4
MODELS 5
THE GAME TURN 9
MOVE ACTIONS 11
SHOOT ACTIONS 13
MELEE ACTIONS 15
SPECIAL ACTIONS 17
THE BARKO BROTHERS 18
ADVANCED RULES 20
VEHICLES 24
MOBS 36
MINIATURES OF MEGA-CITY ONE 38
CREATING A FORCE 43
EQUIPMENT 96
HEROES & MINIONS 107
TALENTS 110
PSI TALENTS 129
SCENARIOS 135
CAMPAIGNS 148
MERCENARIES 151
HEROES & VILLAINS 162
BLOOD ON THE STREETS CAMPAIGNS 172
FAMOUS FIREFIGHTS 177
JUDGES OF THE WORLD 190
MEGA-CITY ONE 196
TOUR OF THE JUSTICE DEPARTMENT 211
BLOCK WARS 214
THE UNDERCITY 218
ATLANTIS 223
BRIT-CIT 227
CAL HAB 232
KICKSTARTER 234
INDEX 236
REFERENCE 238

INTRODUCTION

Welcome to Mega-City One, a city of over four hundred million people and every one of them a potential criminal. Stretching much of the length of the 22nd Century North American eastern seaboard, Mega-City One is the most dangerous city on Earth – a serious crime takes place every second of every day. This is a city so dangerous that it demands a special breed of law enforcer. Here, there are no police, no trials and no juries – there are only the Judges. It takes fifteen years to train a Judge for life on the streets of Mega-City One. Fifteen years of iron discipline, rigid self-control and concentrated aggression. Their court is on the streets and their word is the Law.

In Mega-City One, unemployment has reached epidemic levels, reaching as high as 98% in some sectors. Critical housing shortages force the population to inhabit vast mile-high blocks that cram tens of thousands of citizens into their apartments. Life in Mega-City One is one of claustrophobia and extreme boredom – small wonder many citizens turn to crime as an escape to the monotony of their daily lives. In a city of four hundred million people, crime always provides a way to stand out from the crowd, however briefly.

PLAYING JUDGE DREDD

The next few chapters provide everything you need to get started playing Judge Dredd, and the introductory scenario, The Barko Brothers on page 18, will get you fired up with a basic conflict in the Cursed Earth.

Beyond that, you will be introduced to the campaign system, allowing you to face a variety of enemies within Mega-City One and without, fighting for chaos and mayhem, or Law and order.

CONVENTIONS

There are a number of conventions used throughout these rules.

First you may pre-measure any distance or range at any time.

Ten-sided dice are used throughout Judge Dredd. A zero on such a dice should always be counted as a 10.

If you are called upon to roll a D5, simply roll a D10 and halve the result, rounding up.

Whenever fractions arise elsewhere in the game, always round downwards.

Finally, many special rules allow players to re-roll dice. However, a single dice may only be re-rolled once by each player, and he must accept the final result even if it is worse than the first. It is possible for a dice to be re-rolled twice, once by each player.

-CASE FILE-

AARON A. AARDVARK

When the mad Chief Judge Cal sentenced the whole population of Mega-City One to death, he ordered citizens to show up for their executions in the order in which they appeared in the Vid-Phone Directory. The first in line was Aaron A. Aardvark, formerly Eric Plunket, who had changed his name to be the first in the Directory.

MODELS

Models in the Judge Dredd miniatures game represent individual characters, heroes, villains, and their followers on the tabletop. Some of these will be familiar to you, having come straight from the Judge Dredd comic strips in 2000AD. However, you will also have the chance to create your own villains and heroes.

BASES AND MEASURING

Most models used in Judge Dredd, especially those of around man-size or smaller, are mounted on their own plastic bases. All measurements in the game are made from the edge of these bases.

Some larger models, such as vehicles and large aliens, do not have bases, as they are able to stand on the table without additional support. On such models, measurements are taken from the closest edge of the model's body or hull.

FACING

The majority of models are fast-moving and agile. In most cases, you do not need to worry about which way a model is pointing when you move it, as it is assumed it can turn quickly enough to face any threat and target any enemy.

Some models (such as vehicles) have special rules that require you to know where it is facing. Some weapons, for example, may only be permitted to fire into one facing, or the unit may have weaker armour to the sides and rear that enemies can take advantage of.

The diagram on Page 25 shows a model and its Front, Side and Rear facings.

CHARACTERISTICS

Every model in Judge Dredd is defined by a set of characteristics showing you how well it shoots, fights in close combat, jumps over yawning chasms and other exciting things!

A model is defined by a set of characteristics, as shown on page 8.

MODEL TYPES

Models all have a 'type' noted in their description, which means they obey certain rules and ignore others. Models often have more than one type and will follow the rules for all.

FLYER

Some models are noted as being or becoming Flyers, taking to the skies to soar above their enemies. A Flyer ignores all terrain as it moves and will continue to do so until it is no longer a Flyer.

INFANTRY

Most models in Judge Dredd are infantry – they travel on foot and do not have any special rules.

MINION

These are the foot soldiers, cannon fodder, mooks. Most forces will comprise chiefly of Minions, as they are cheap and plentiful, but most are destined to remain anonymous sidekicks to the real Heroes.

ROBOT

Once a robot breaks its programming, it becomes free of all notion of artificial morality or emotion, making them very different from the meek robots most citizens are used to. Robots ignore all attempts to Arrest them. They also automatically pass any Will checks required to resist Psi Talents, and are immune to Gas weapons.

VEHICLE

Ranging from bikes to massive tanks, vehicles operate quite differently from other models, and have their own rules chapter. Vehicles are immune to the effects Gas and Fire weapons, and Stuns.

ILLEGAL

These models are not citizens of Mega-City One and do not have the same rights under the Law. Judges do not have to arrest these models.

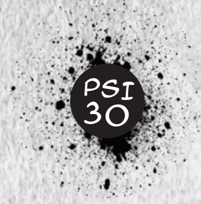
HERO

Present in every force, Heroes are the guys (and girls!) you will keep your eye on as they proceed through a campaign. Over time, a Hero will accrue experience and gain Talents that allow them to perform awesome moves during a firefight!

PSI

Models with access to psychic abilities have an additional characteristic.

This is the measure of the model's mental energy, and limits how many psychic powers it can use.



TITLE

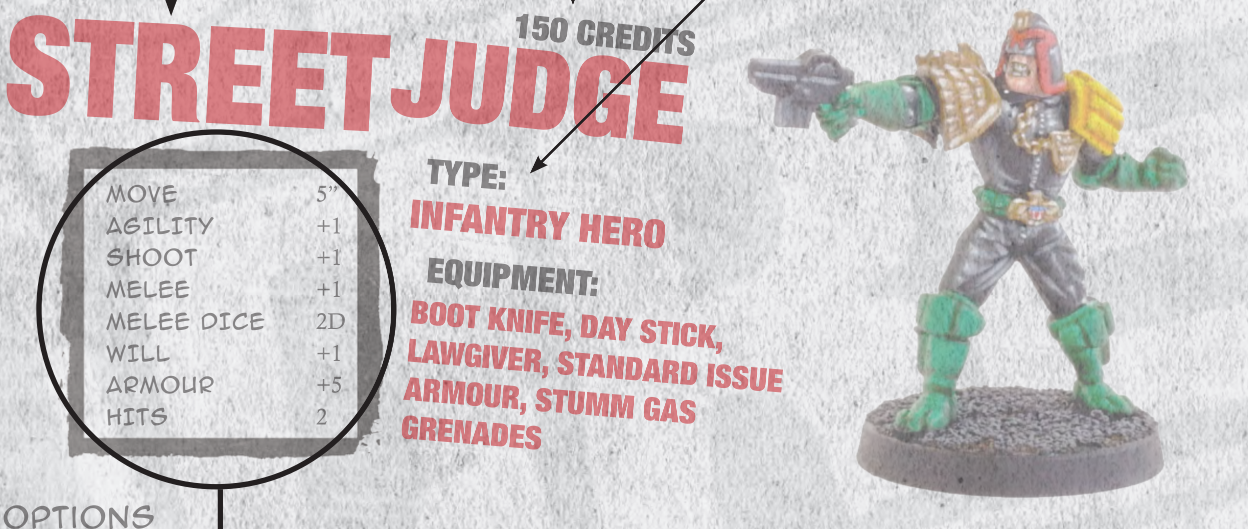
The name of the unit.

CREDITS

The base cost of the unit. This is deducted from your allowance when creating a new force (see page 43).

TYPE

Most models are Infantry and have no special rules but others, such as Flyers, sometimes act a bit differently. This entry also defines whether a model is a Hero or Minion (see page 6), and what Level of Hero it is.

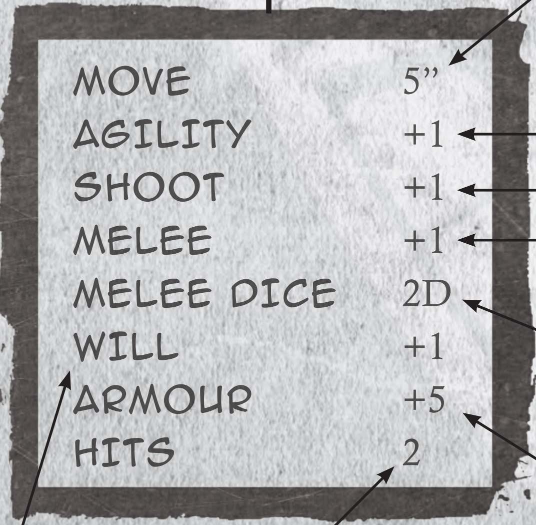

STREET JUDGE
150 CREDITS
MOVE 5"
AGILITY +1
SHOOT +1
MELEE +1
MELEE DICE 2D
WILL +1
ARMOUR +5
HITS 2
TYPE:
INFANTRY HERO
EQUIPMENT:
BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

OPTIONS

- If the Street Judge is Credits.
- A Street Judge may c its, a Lawrod for +10 Credits, a Widow become a Flying Squad Judge for +50 Credits.If the Street Judge chooses any of these options, he may not ride a Lawmaster.

MOVE

The maximum distance in inches a model may be moved with a single Move action.


MOVE 5"
AGILITY +1
SHOOT +1
MELEE +1
MELEE DICE 2D
WILL +1
ARMOUR +5
HITS 2

AGILITY

A measure of how nimble and dextrous the model is, and is used for such activities as dodging incoming fire or jumping across a gap between buildings.

SHOOT

How accurate a model is when shooting a pistol or throwing a grenade.

MELEE

How skilful the model is in close combat.

MELEE DICE

This is how many dice the model rolls when involved in close combat.

ARMOUR

This score is used to protect a model from harm – unless an armour-piercing weapon is used!

HITS

Particularly hardy models can survive several successful attacks before dropping to the ground.

WILL

How mentally tough the model is, and how well it can resist psychic powers.

THE GAME TURN

Every battle fought in Judge Dredd takes place over a number of turns. During each turn, every player will have a chance to move and fight with all of his models. When a certain number of turns have been completed, or victory conditions have been attained, the game ends, and the victor decided!

TURNS & PHASES

During a turn, one player will move and fight with all of his models – this is called his Player's Phase. When he has finished, his opponent takes over and runs through his models in his own Player's Phase.

These two Player Phases together make one complete turn in the game.

FIRST PHASE

Many scenarios will tell you which player takes the first Phase of the game. If it does not, both players should roll a die. The player who rolls the highest will take the first Phase.

ACTIONS

When a model is selected by you in a turn, it must perform two actions before you can move on to another model. These two actions must be performed at this time and you are not allowed to hold an action in 'reserve' to be used later in the same turn. When you start using the Advanced Rules, you will be able to choose to not perform any actions with a model, and instead put it on Alert Status.

Move: Allows the model to walk, run or otherwise travel across the table.
Shoot: Allows the model to begin gunning down the enemy!
Melee: Allows the unit model rush into close combat to tear the enemy apart!
Special: Allows the model to prepare itself to do something unusual, like load a complicated weapon, plant a bomb, or use a psychic talent.

A model may choose to perform the same type of action twice in the same turn, or may choose any combination of the above. For example, a Judge may choose to take two Move actions if he needs to cross open ground quickly. Alternatively, he may instead decide to Shoot approaching punks before making a Melee to counterattack them. If surrounded by an enemy, the Judge may instead decide to take two Shoot actions.

Models that have not taken any actions for a turn are considered to be on Alert Status. In the basic game, this means they simply keep still as they watch the enemy, ready to respond to any approaching threat in their next Phase. In the advanced game, this means they can also provide covering fire or otherwise react to a nearby enemy.

Over the next few pages, we take a look at these different actions more closely. The important thing to remember is that each unit gets two actions of your choice in a turn. Once all your units have taken two actions, your turn is over and your opponent does the same thing.

-CASE FILE-

COMIC RUNNING

In Mega-City One, the thrilling comics of the 20th and 21st centuries (such as 2000AD!) are banned due to their addictive nature. Criminal gangs have arisen who charge high prices to addicts for comics on micro-film slugs.

COMPULSORY MOVEMENT

Sometimes a model will be forced to move, regardless of what its player wants it to do. A psychic power may force a model to flee, for example. All compulsory movement is done right at the start of each Player Phase.

CHECKS

When performing these actions during a game, you will sometimes be called on to make a check. This is done simply by rolling a die and adding (or subtracting) the appropriate characteristic.

If the final result equals 6 or more, the check has succeeded!

For example, if a punk with Agility +1 above is called on to make an Agility check, to leap onto a moving mo-pad, perhaps, its player would roll a die and add the punk's Agility (+1). If the die plus the punk's Agility totals 6 or more the check is successful and he clambers on board!

A roll of a 1 is always a failure, no matter what bonuses are being applied, and a roll of a 10 is always a success for a check.

OPPOSED CHECKS

Sometimes, you will be called to make an opposed check against an enemy model. Roll a die and add the appropriate characteristic, as for a normal check. However, the enemy model also rolls a die and adds its characteristic; the model with the highest total wins the check. In the event of a tie, both models re-roll their dice.

Note that the role of '1 and 10' on checks applies to opposed checks too - a model that rolls a 10 will beat its opponent, even if it scores less overall!

VICTORY AND DEFEAT

The game will continue until either one side gains victory by achieving its objectives or when a certain number of turns have been completed.

MOVE ACTIONS

Every model in Judge Dredd has a Move score which shows how far it can travel across the table, in inches, with a single Move action. A model need not move in a straight line and can make any number of turns to face in any direction you wish.

A Move action does not have to be taken to its full possible length and a model can travel any decided distance up to its maximum value. Models may move through any friendly models freely but may not move through an enemy model.

TERRAIN

Terrain in Judge Dredd is anything that is placed on the table that is not a model – this can be anything that is part of the landscape, such as buildings, ruins, rivers and hills. You will quickly find that the more terrain you use, the better the game, as your models will have a chance to leap behind walls and dodge behind buildings in an effort to avoid incoming fire. If you just play on a flat 'desert' you will discover your force gets mowed down by the first salvo fired!

Rough ground and other hazards can slow a model down or stop it altogether. All terrain is defined as one of the following.

Clear Terrain: Includes roads, low hills and shallow streams – anything that appears to be easy to move over. Clear terrain will not hinder movement at all, and so there is no reduction in the model's Move score.

Difficult Terrain: Includes steep hills, ruins, and barricades – anything that looks like it would be difficult for most models to cross. A model trying to cross difficult terrain will have its Move halved during that Move or Melee action.

Impassable Terrain: This is terrain that is impossible for a model to cross, no matter how hard it tries! Huge buildings without openings, cliff faces and deep crevices are all examples of impassable terrain. A model cannot cross impassable terrain.

Some terrain is positively lethal! This includes deep pits, lava flows and vegetation filled with carnivorous plant life. Dangerous terrain is treated in the same way as difficult terrain except a model must also make an Agility check after it has completed any action. If it fails, it automatically loses one Hit.

COVER

Some terrain will provide cover for models that take advantage of it. This is discussed more thoroughly under Shoot actions.

CLIMBING AND JUMPING

To get the best advantage over an enemy in Mega-City One, one must use terrain to its best effect. A punk at the top of a tall structure can get a clear shot at approaching Judges, while apes are skilled ambushers, attacking from angles their enemies never suspect.

JUMPING

A model may jump across a gap of less than half its Speed with no difficulty, so long as the surface it is leaping to is no higher than the one it is leaping from. Simply count this as part of its Move or Melee action.

A model may leap further, up to a maximum distance equal to its Speed. Again, count this as part of its Move or Melee action, and the surface it is leaping to must be no higher than the one it is leaping from. However, it must also take an Agility test. If successful, the jump is made and the model moved from one surface to the other. If the test is failed, the model will fall down the gap! See the rules on Falling on page 22.

-CASE FILE-

THE COSMIC PUNKS

After Chief Judge Cal was overthrown, Law and order broke down in several sectors. In Southside Sector 41, Gestapo Bob Harris and his gang, the Cosmic Punks, attempted to take control, establishing their own 'Hall of Justus.'

CLIMBING

So long as a suitable means of climbing is present on terrain (such as a ladder, or plenty of hand and footholds), then a model may climb or descend one 'level' (approximately 5-6") with each Move action. However, it must start and end each turn on a flat surface.

If an automated means of climbing or descending is available, such as a grav lift or elevator, then one Move action can be used to go to any level en route.

A model must possess hands, or claws, *and* legs in order to be able to climb, so a four-legged Robodog or a tracked Combat Droid cannot climb and must use grav lifts or elevators if they are present.

MEAN MACHINE ANGEL LAUNCHES A SOLO AMBUSH IN THE CURSED EARTH.

SHOOT ACTIONS

Simple manoeuvring will not win you a battle – you have to destroy the enemy as well, and ranged weaponry is always a good way of doing that!

To perform a Shoot action, a model must be armed with a ranged weapon, such as a handgun. It must also have Line of Sight to its target and the target must be in range of its weapon. You may never attack one of your own models.

A model may not choose to perform a Shoot action if an enemy model is in close combat with it. A model with no Shoot score may never perform a Shoot action.

LINE OF SIGHT

A model must be able to see its target, or at least part of it, in order to be able to shoot it. This means you may have to bend down to the table's height for a model's eye view! So long as you can see at least part of the target's body (flags and radio antennae do not count!), then the model has Line of Sight, and you can check the range.

RANGE

Every weapon used for shooting has a Range characteristic (see below). Measure a straight line from the edge of the attacking model's base to the edge of the base of the target. If this is equal to or less than the weapon's Range then you may attack!

WEAPON CHARACTERISTICS

Like models, weapons have characteristics too, showing how powerful they are in battle.

These are the characteristics of a basic handgun.

HANDGUN

RANGE	15"
SHOOTING DICE	1D
DAMAGE	1
AP	+0
SPECIAL RULES	—
COST	10

Range: The maximum distance a weapon can be used in a Shoot action.
Shooting Dice: How many dice the weapon allows the model to roll in a Shoot action.
Damage: The higher the Damage of a weapon, the more likely it will destroy whatever it hits.
AP: The Armour-piercing characteristic is used to negate a target's Armour.
Special Rules: Some weapons have special rules that make them exceptionally powerful (or weak!). A full description of all weapon special rules can be found in the equipment chapter.
Cost: Used in campaign games, this is how much a weapon costs to purchase for a model.

MAKING A SHOOTING ATTACK

Once you have selected a target during a Shoot action, and have checked it is in Line of Sight and in range, it is time to unleash hell!

I STAY TO CONTINUE JUDGEMENT!
DEATH

To shoot, go through the following steps;

- The attacking model rolls the number of Shooting Dice allowed by its weapon and adds its Shoot characteristic to all dice rolled.
- The target model rolls one dice and adds its Agility.
- Compare the highest dice totals of both the defender and the attacker.
- If the attacking model did not beat the target model's roll, then it has missed!
- Every Shooting Dice rolling higher than the target's Agility roll will be a successful attack.
- Each successful attack will deduct a number of Hits from the target equal to its weapon's Damage score.

If the target's Hits are reduced to 0 or less then it is removed from the game – either dead or very badly injured.

ARMOUR AND ARMOUR-PIERCING

It is a foolish punk who goes into battle without at least a little protection. A model with armour who suffers damage from a shooting attack may escape harm altogether as the armour can absorb the hit, rather than the model itself.

When a model has been hit by a shooting attack, roll a die and add the model's Armour score. If the result is greater than 10, then no Hits will be lost. The attack has been deflected!

However, if the weapon has an AP score, this must be deducted from the die roll. Very powerful weapons may make it impossible for Armour to protect a model – the weapon just blasts through any defences!

Note that a roll of a 1 for Armour is always a failure, no matter what your bonus is!

COVER

A target can sometimes be obscured by terrain and other models, making it much harder to hit or hurt.

When checking for Line of Sight, you may find the target is partially hidden by a building, rock, wall or something similar. If less than half the model is obscured in this way, then it is attacked normally. However, if more than half the model is obscured, it has cover.

There are two types of cover.

Light Cover: This is cover that obscures the target but otherwise provides no great protection from incoming bullets. Examples include dense vegetation, smoke or a crowd of panicking civilians.

Light cover will grant a target a +3 bonus to its Agility when rolling against a shooting attack.

Heavy Cover: This will provide a model with some decent protection and includes thick walls and buildings.

Heavy cover grants a target a +3 bonus to its Agility and a +3 bonus to its Armour score when rolling against shooting attacks.

DESTRUCTION OF LARGE MODELS

If a large model, such as a vehicle, is destroyed, it should be left on the battlefield as wreckage, counting as terrain and possibly providing Cover or obscuring Line of Sight. You may find it visually appealing to either turn the model upside down, cover it with cotton wool to represent smoke, or even create your own 'destroyed vehicle' terrain.

-CASE FILE-

BANANA CITY

Officially known as Ciudad Barranquilla, this is the poorest and most corrupt city on the planet. Run by a brutal, elite force of Judges, only the rich prosper here. Bribery and corruption has become institutionalised and criminals can buy years off any sentence provided they have the funds.

MELEE ACTIONS

If an enemy is in cover, he can be very hard to defeat – sometimes, you might find it useful to simply charge in and root him out with close combat! While this can be exceedingly dangerous (you will present an easy target as you go rushing in), it is usually decisive, one way or the other.

When performing a Melee action, a model must move into contact with an enemy model. If it is unable to do so (its Move score is not high enough to reach an enemy, for example), then this becomes an ordinary Move action instead. You may never attack one of your own models.

Note that a Melee action is the only way one model can move into contact with another and thus get into close combat, you can never do this with a Move action.

When moving as a Melee action, the model obeys all the rules for terrain as described under Move actions.

WEAPON CHARACTERISTICS

Like shooting weapons, melee weapons also have characteristics. Below is a typical knife.

KNIFE

DAMAGE	1
AP	-1
SPECIAL RULES	—
COST	5

Damage: As with shooting, this demonstrates how powerful the weapon is.
AP: This is treated in the same way as for shooting weapons.
Special Rules: Any special rules the weapon uses are shown here. A full description of all special rules for weapons can be found in the equipment chapter.
Cost: Used in campaign games to purchase the weapon.

FIGHTING IN A MELEE ACTION

Once a model making a Melee action moves into contact with an enemy model, the scrap starts!

Both models roll a number of dice equal to their Melee Dice characteristic, adding their Melee score to every dice they roll.

The model with the single highest dice roll wins the fight.

Every Melee Dice the winner rolled that is higher than the target's highest roll will be a successful attack. Each successful attack will deduct a number of Hits from the target equal to its weapon's Damage score.

If the target's Hits are reduced to 0 or less, then it is removed from the game – either dead or very badly injured.

Mighty Joe, a gorilla member of an ape gang, is in a deadly hand-to-hand fight with Mean Al, a vicious human blitzer. Mighty Joe has three Melee Dice and adds +1 to the roll of each due to his Melee score of +1. He rolls a 4, a 6 and an 8, for adjusted totals of 5, 7 and 9.

Mean Al has four Melee Dice and a Melee score of +2. He rolls 1, 1, 8 and 9. With the adjusted totals of 3, 3, 10 and 11 Mean Al has two scores higher than Mighty Joe's highest adjusted total of 9. With no armour and just two hits Mighty Joe is removed from the game, while Mean Al looks around for more victims.

ARMOUR AND ARMOUR-PIERCING

Armour is very useful in close combat, but some close combat weapons have been adapted to penetrate even thick armour. Armour and weapons with an AP score are treated in the same way as for shooting attacks.

WINNING A CLOSE COMBAT

If a model beats its opponent in a Melee action but fails to kill or destroy it, then its player has the option of moving the enemy model 2" directly away from his own. He may then immediately move his own model back into contact (but is not required to).

You may find this useful to create a bit of room around an objective, or even to force an enemy to fall from the top of a high building!

You cannot push an enemy model into impassable terrain or off the table. However, we highly recommend pushing an enemy into dangerous terrain…

ONGOING CLOSE COMBAT

If both models are still standing and in contact with one another at the end of a Melee action, then they are locked in close combat, a fight to the death! They cannot just walk away from the fight and both must perform Melee actions in future phases until:

- One model is killed or destroyed.
- One model wins a close combat and pushes its opponent back without following it up.
- One model chooses to flee…

FLEEING CLOSE COMBAT

A player may decide that his model has no chance against its opponent – perhaps he has inadvertently placed his rookie Judge in close combat with a Klegg!

When locked in close combat, you may choose to perform a Move action. However, before your model can move, it must first fight an immediate round of close combat. If it wins, it will not cause any damage to its opponent.

If it survives, it may then continue the Move action as normal.

CHARGING

If, when moving a model into close combat, you are able to move at least 3" in a straight line immediately before contacting your opponent model's, you will gain a bonus for charging, reflecting the momentum of someone running full tilt into the enemy!

You will gain an extra Melee Dice for that Melee action only.

-CASE FILE-

GILA-MUNJA

The Gila-Munja are mutated creatures native to the Cursed Earth. With a high degree of cunning and poisonous claws, they are known as the Tribe of Assassins and will take on contract murders if both their fee and honour can be satisfied.

You must be able to run at least 3" in a straight line before getting this bonus. You cannot charge around corners!

GANGING UP

If you have more than one model in base contact with an enemy, you can gang up on it!

For every extra model already in base contact beyond the first, each may add one extra Melee Dice and gain a +1 bonus to their Melee score. Get enough models in, and you will be able to overwhelm even the most skilled enemy!

COVER AND MELEE ACTIONS

An enemy dug deep into cover can be very hard to shift!

If a model moves to engage an enemy that is in cover, then its opponent can force it to re-roll any or all of its Melee Dice.

Once this Melee action has been completed, the attacker will not suffer this penalty for future Melee actions against the same model, as it is assumed it will have clambered over or through the cover.

SHOOTING INTO CLOSE COMBAT

Ruthless players may wish to fire indiscriminately into close combat, and to hell with the idea they might accidentally hit their own models!

All Shooting Dice that roll odd numbers in the attack are applied against a random friendly model. All Shooting Dice that roll even numbers are applied against a random enemy model.

SPECIAL ACTIONS

Throughout these rules you will find various 'special cases' that use Special actions. For example, some complicated weapons require a model to take a Special action before it can take a Shoot action. If a model needs to plant a bomb on an objective, it must perform one or more Special actions to do so.

Special Actions can also be used to make arrests, use Psi Talents, crew a vehicle and use equipment.

A Special action may only be used to do one thing. For example, a model may not use a single Special action to use a complex weapon *and* plant a bomb. This would require two separate Special actions.

HIDING

A model behind cover may hide by taking two consecutive Special actions in the same phase.

When an enemy model tries to draw Line of Sight to it, the model may then claim it is hiding and negate that Line of Sight, so long as at least half of it is obscured by the terrain giving the cover. A model will remain hiding in this fashion until the start of its next phase, when it may choose to take two more Special actions to continue hiding.

THE BARKO BROTHERS

This is a short introductory scenario that will allow you to get to grips with all the basic rules you have read through so far.

Judge Mackey has received a tip from his informants that the Barko Brothers are looking to ambush him next time he enters the territory of the Howlin' Wolves, a street gang from Chester Burnett Block. He rushes to the area in order to catch the perps unaware, before they can set their trap, and to bring them to justice.

FORCES

JUDGE MACKEY

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

EQUIPMENT:

LAWGIVER MKII

RANGE	18"
SHOOTING DICE	3D
DAMAGE	2
AP	-1
SPECIAL RULES	—

3 BARKO BROTHERS & REX

MOVE	5"
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+4
HITS	2

EQUIPMENT:

HAND GUN

RANGE	15"
SHOOTING DICE	1D
DAMAGE	1
AP	+0
SPECIAL RULES	—

DOUBLE-BARRELLED STUMP GUN

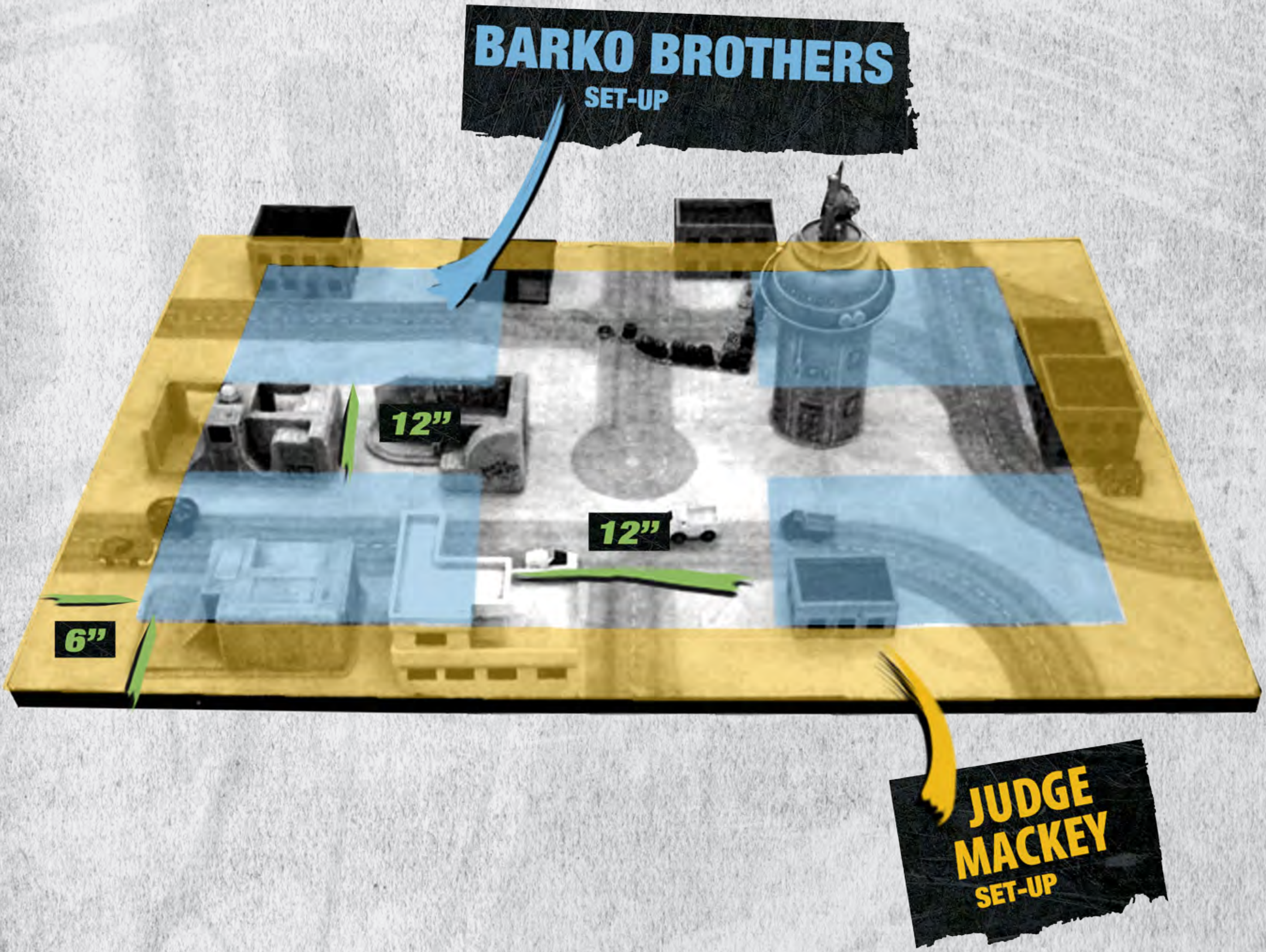
RANGE	15"
SHOOTING DICE	2D
DAMAGE	1*
AP	0
SPECIAL RULES	—

* If Judge Mackey is within 6" of Rex, then the Double-barrelled Stump Gun will have Damage 2.

SET UP

The fight is played out on a four foot by four foot battlefield. The Barko brothers have been caught by surprise and are spread out. In addition, they are placed in separate quarters of the battlefield at least six inches away from the edge of their sections.

The player using Judge Mackey places his model within six inches of any edge of the battlefield and has the first phase.



SPECIAL RULES

In the confusion of the fight none of the brothers, except for Rex (who may move freely), may leave their area. If Rex ends a phase in the same quarter as one of his brothers, they can then move without restriction across the whole battlefield for the rest of the game.

VICTORY CONDITIONS

The fight continues until all the models in one of the forces have been removed from the table. The remaining force is the victor.

ADVANCED RULES

Once you have read through the basic rules and played the Barko Brothers scenario once or twice, you will have a good understanding of the game. This chapter introduces a range of advanced rules that greatly increase your tactical options and allow you to play with many different types of model.

ALERT STATUS

If a model takes no actions in its phase, it is said to be on Alert Status. This means it has stopped moving and actively attacking the enemy, instead waiting for the enemy to make a wrong move. Unless a scenario otherwise states, all models start the game on Alert Status.

A model on Alert Status may react to what enemy models do out of the normal game sequence, in the opposing player's phase. An Alert Status model can react when;

- An enemy model completes (not starts!) an action within 10"
- An enemy model attacks the Alert Status model, or any friendly model within 10".

When reacting in this way, a model on Alert Status can perform *one* action after the enemy has completed its action or attack. It may only react once in this way in a phase, no matter how many models complete actions near it or how many times it gets shot at!

ARRESTS

Though they almost always possess superior firepower, Judges should never consider themselves executioners, even in the face of the most determined resistance. Years are spent at the Academy of Law developing the voices of cadets, instilling within them absolute authority. Any ordinary citizen will immediately halt when so ordered by a Judge and even hardened criminals will think twice before disobeying.

Any Judge can, as a Special action, order any one Minion within 15" and in Line of Sight to surrender and prepare to be arrested. Both models make an opposed Will check.

If the Judge wins, the criminal is removed from the table immediately – it has thrown away its weapons and surrendered to the Law. If the criminal wins, the model need not take any more opposed Will checks in order to evade arrest for the rest of this fight.

By the same token, the Judges must at least try to arrest gang members instead of simply killing them. A Judge may not make a close combat or shooting attack against any model unless it has successfully resisted arrest by passing the opposed Will check or has already made a close combat or shooting attack, or has used a Psi Talent..

This means that when Judges first move into a firefight, they will begin by trying to arrest their opponents, unless their enemies decide to open fire first.

Heroes will automatically succeed in resisting arrest, but Judges must still make the attempt. They do not have to arrest any model with the Illegal or Robot type, and may open fire immediately.

ARTILLERY WEAPONS

Some weapons throw shells or bombs through a very high trajectory, allowing them to shoot over hills and buildings. These weapons, such as mortars and grenade launchers, have the Artillery special rule. All Artillery weapons will also have the Explosive special rule.

Most Artillery weapons will have both minimum range, as well as a maximum.

LINE OF SIGHT

If an Artillery weapon is used against a target in the attacking model's Line of Sight it is used in the same way as an ordinary Explosive weapon.

However, Artillery weapons may also be used against targets that are not in Line of Sight though they must still be in range. Once you have selected an Impact Point (which must still be another model as normal - you may not fire into open space), roll a dice and deduct the model's Shoot score. For every full 20" away from the attacking model the Impact Point is, add +1 to this total.

If the result is odd, your opponent may move the Impact Point this many inches in a straight line, in any direction. If the result is even, you move it instead.

This means you can never be quite sure where your Artillery weapons may land, and you must be careful (or lucky!) if you have friendly models in the area…

CRITICAL HITS

Sometimes, a model can get lucky in a fight, delivering a devastating attack which hits an enemy at its weakest point. This is called a critical hit.

SHOOTING ATTACKS

If the attacking model rolls a 10 on its Shooting Dice before adding its Shoot score, it has scored a critical hit. If more than one Shooting Dice rolls a 10, then a critical hit is scored for each one.

CLOSE COMBAT ATTACKS

If a model rolls a 10 with its Melee Dice before adding its Melee score *and* is the winner of that combat, it has scored a critical hit. If more than one Melee Dice rolls a 10, then a critical hit is scored for each one.

Regardless of how a critical hit is dealt, the effect is the same. Any damage the model deals with this attack is doubled.

DUAL WEAPON FIGHTING

Whether it is a matter of wanting to kick out twice the firepower or just pure style, some warriors opt to take and use two weapons in battle.

Normally, there is no benefit to wielding two weapons at once, other than the player can choose which weapon to use during any Melee or Shoot action (and can switch between the weapons during consecutive Melee or Shoot actions should he so wish).

However, some Heroes may have access to Talents (see page 110), which greatly enhance the effectiveness of taking two weapons into battle.

EXPLOSIVE WEAPONS

Some weapons are highly explosive and are fully capable of tearing apart several targets at once. These weapons have the Explosive special rule.

Every Explosive entry has a score listed after it, showing how far its lethal shrapnel reaches. When attacking with a Explosive weapon, simply nominate a model within Line of Sight and Range (this is called the Impact Point). Every other model within the Explosive score's distance in inches of the Impact Point is also a target.

If an explosive weapon covers one or more models involved in a close combat, it will affect *every* model in that close combat.

The attacking model will roll Shooting Dice and add its Shoot characteristic as usual, and this is compared to the Agility rolls of every target that has been affected, as with any other shooting attack.

FALLING

Sometimes a misjudgment is made, and an otherwise brave manoeuvre results in a long fall. This can happen if a model tries to leap a gap and fails, or if two models are fighting high up on a narrow ledge, and one of them pushes the other back.

If a model falls, it is placed on the next available surface downwards (which could be a long way down if it was trying to leap between the spires of two towers!). It then immediately takes damage.

The damage taken and the number of Hits deducted depends on the distance fallen, as shown on the table opposite. An Agility check can be made to halve the damage (rounding up).

Distance Fallen	No. of Hits Lost
4"or less	1
4"-6"	2
6"-10"	4
10"-15"	8
15"or more	All Hits lost

KNOCKDOWNS

Some attacks are so powerful, they will literally knock a model off its feet!

A model that has suffered a Knockdown is laid on its side. In its next phase, the model must spend a Move action to stand up again – it may not move any further during this action.

Until the model is standing, it is considered to be prone. Other than a Move action to stand, it may not take any other actions, and will suffer a –4 penalty on all Agility and Melee Dice it is called upon to roll.

PARRYING

A model skilled in close combat or armed with certain weapons may have one or more Parries, allowing him to deflect the blows of an enemy.

Each Parry allows you to re-roll one of your opponent's Melee Dice in close combat. You must both stick with the re-rolled total, even if it is better than the previous roll! The more Parries a model has, the more Melee Dice it can force a re-roll of.

STUNNING

Several weapons and Talents can Stun an opponent, rendering them insensible for a short time.

A model will lose one action from its next phase for every Stun it suffers. Until it can perform an action, a model counts as rolling a 1 for every Agility and Melee Dice it is required to roll.

WEAPON SPECIAL RULES

Many weapons have special rules listed in their descriptions, these are described here.

Artillery: Throwing shells in a high arc trajectory, this weapon can rain destruction down on unsuspecting targets. See the rules for Artillery weapons.

Blast: Some weapons have tremendous power close in, but this drops off rapidly as the range increases. When attacking a target within 6", add +1 to the weapon's Damage score.

Dangerous: Whether through the use of too much power or simply shoddy construction, this weapon is almost as dangerous to the user as the target. Whenever a 1 is rolled when trying to hit an enemy in either close combat or shooting, roll the dice again immediately. If another 1 is rolled, the weapon makes an immediate attack against the model using it.

Explosive X: Throwing out deadly shrapnel or otherwise affecting a wide area, this weapon can affect several closely-packed targets at once. See the rules for Explosive weapons.

Fire: After being struck by a Fire weapon, regardless of whether any damage was caused, a target will be on fire and must make an Agility check at the start of each of its phases. If it fails, the flames continue to ravage it, and it will automatically lose a Hit. A successful Agility check will result in the flames dying out.

A model on fire must make a successful Will check at the start of its phase in order to take actions normally in its Phase. If it fails, it will automatically perform two Special actions just trying to beat out the flames – however, it will also be able to re-roll its Agility check in order to avoid taking more damage that phase.

Gas: Whether using chemicals that stun or deadly toxins, this weapon emits a gas. Robots and models using respirators are immune to all of its effects. Other models will count as having an Armour score of 0.

Inaccurate: Whether through dodgy sights, bent barrels or simply poor workmanship, some weapons are inherently unable to hit the broadside of a mo-pad. Inaccurate weapons re-roll all Shooting Dice that score a successful hit.

Limited Ammo X: This weapon has a small power pack or magazine, or uses ammunition that is extremely hard to find, meaning the user cannot count on always having a ready response in a fire fight. Whenever the model rolls as many natural 1s when making a shooting attack as the Limited Ammo score, the weapon has run out of ammunition and cannot be used for the rest of the battle.

Parry: This weapon is well suited for knocking aside an enemy's attacks. You may force your opponent to re-roll one of his Melee Dice.

Power Shot: Delivering such a weight of shot that targets can sometimes be knocked off their feet, these weapons are popular for their intimidation factor. If this weapon scores 3 higher than its opponent when rolling to hit (but before any actual damage is worked out), then the target will be pushed back D5" directly away from the attacker and suffer a Knockdown.

Complex: Some weapons are difficult to use or require reloading after every shot. Before a Shoot action is performed to fire this weapon, a Special action must be taken immediately before hand.

Smasher: This weapon is so heavy and brutal when swung with force, that it is impossible to stop. A Smasher weapon cannot be parried by any means.

Spray: Some weapons are designed to not only deliver a tremendous amount of firepower, but to do so across a wide area. When using such a weapon in a Shoot action, you may choose to either fire it normally, or instead reduce it to a single Shooting Die but give it the Explosive special rule, with a score equal to half its original number of Shooting Dice.

Weak: This weapon is decidedly blunt or delivered with little force, making it easily foiled by armour, or even thick clothing. Models struck by this weapon gain a +2 bonus to their Armour rolls during its attacks. In addition, these weapons cannot cause critical hits.

WILL TO FIGHT

Even the most veteran soldier knows that it is sometimes better to run away than fight to the bitter end. This is represented by the Will score.

At various points in a fight, a model may be called upon to make a Will to Fight check. This is done by rolling a die, and adding its Will score.

If the result totals 6 or more, then the model toughs out whatever adversity it faces, and stays in the fight. If the check is failed, then the model is immediately removed from the table – it has run away, scurrying for cover!

Throughout these rules, there are times when a Will to Fight check must be made. However, models must always make a Will to Fight check immediately when faced with the following circumstances.

- If a Minion has Line of Sight to a friendly Hero who is removed as a casualty.
- If a model's side is reduced to one quarter of its starting models, rounded down.
- If a model is the only one left on its side, forces that started with just one model ignore this.

-CASE FILE-

BIRDIE LIE DETECTOR

Every Street Judge carries a Birdie Lie Detector, a hand-held device that detects the slightest fluctuations in voice patterns, heart-rate, respiration and electrical currents in the brain. A simple read-out then tells the Judge whether a suspect is lying or not.

VOLUNTARY RETREAT

A player may choose to voluntarily retreat his force – he may do this because it is clear he is not going to be able to defeat his enemy and he wishes to save his force more pain!

A player may choose to voluntarily fail any Will to Fight check. However, he will count as having failed the check with regards to any special rules that might apply, and he may only choose to fail a Will to Fight check when a model is required to make one. Not before!

VEHICLES

It does not take long for a common street punk to figure out that if guns are good, guns fired from a vehicle are even better. Many gangs will buy or steal a set of bikes or a ground car to carry them across their territory, responding to other forces trying to muscle in on their turf and providing greater protection when a firefight breaks out.

Vehicles are treated in the same way as any other model, except for the rules stated below.

CHARACTERISTICS

Vehicles have similar characteristics as other models. A ground car is detailed below as an example.

40 CREDITS

FORD SLABSTER GROUND CAR

MOVE	12”
AGILITY	+1
RAMMING DICE	2D
FRONT ARMOUR	+5
SIDE ARMOUR	+5
REAR ARMOUR	+5
HITS	6

TYPE:
MEDIUM GROUND VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER,
3 PASSENGERS

Agility: As well as being used to avoid attacks, Agility is also used as a bonus or penalty to avoid obstacles.
Ramming Dice: This is how many dice the vehicle rolls when it rams or drives over another model.
Armour: This is treated in the same way as for other models, but is divided between front, side and rear facings.
Hits: These are used to show how much damage the vehicle can sustain, just like other models.
Type: This tells you the broad classification of the vehicle. Different vehicles sometimes react to the rules in different ways.
Crew: This lists the minimum crew a vehicle needs to operate effectively, as well as how many passengers can be transported.
Equipment: Any additional equipment carried by the vehicle is noted here. Additional equipment is covered under Modifications.

Weapons mounted on vehicles are treated in the same way as those on other models, except they have a restricted fire arcs, which match those of armour facings.

FACINGS AND FIRE ARCS

All vehicles have four facings covering their front, two sides and rear, as shown in the diagram overleaf.

A model making an attack on a vehicle will face the armour on the facing it is within. By the same token, weapons mounted on a vehicle may only fire into the fire arcs listed for them. Weapons mounted with a Turret fire arc are free to fire into any fire arc.

MOVEMENT

Vehicles cannot normally operate themselves – they need at least a driver, along with another model for each weapon they want to fire in a turn. Vehicles can therefore not take any actions unless they have models on board crewing them.

DRIVERS

One model must act as a driver. Once per turn, an onboard model acting as a vehicle's driver may use one of his own Move actions each turn to move the vehicle instead of himself. A vehicle may only use one Move action in any turn.

A vehicle that has been given a Move action may be moved up to its Move value in a straight line. It may turn up to 45° at any point in this movement. Vehicles with an Agility of +3 or more may make a single 90° turn instead. A vehicle may reverse in the same way, but its Move will be halved while it does so.

Vehicles cannot cross Difficult terrain unless they are listed as being Large Ground Vehicles or any type of Hover Vehicle. Impassable and Dangerous terrain are treated as normal.

COMBAT

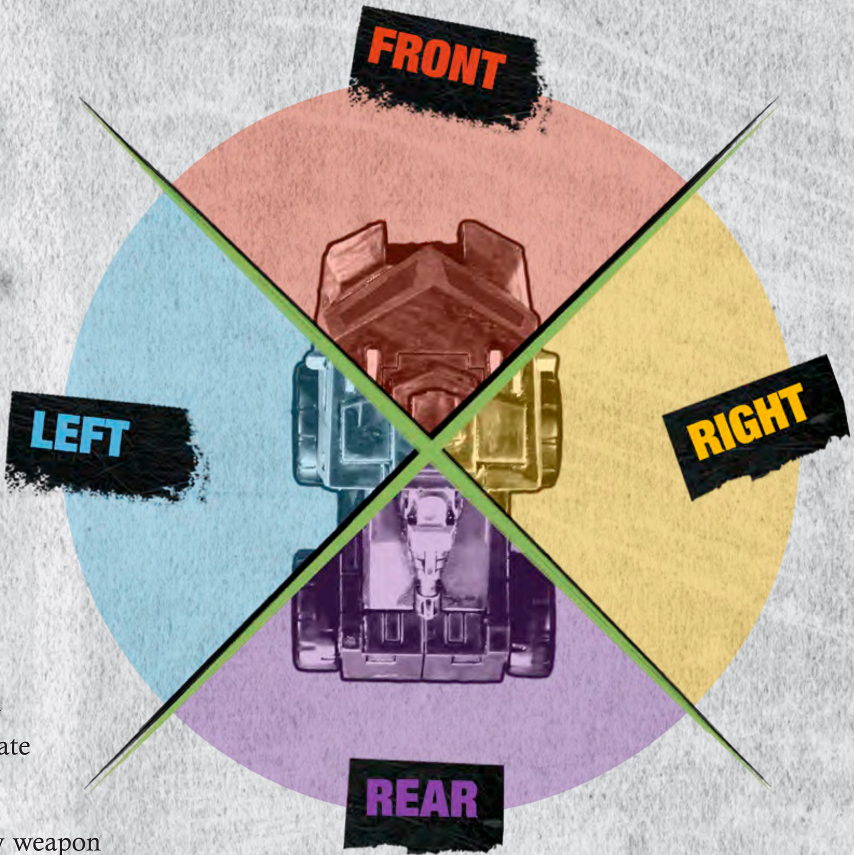
Just as a vehicle cannot move without a driver, it cannot use its weapons without gunners. A model on board the vehicle may act as a gunner for one of the vehicle's weapons. Any Shoot actions he performs may be instead applied to the vehicle weapon he is currently crewing. All attacks must be made against targets within the weapon's stated fire arc, and each weapon may only be used by one model in each turn.

Vehicles are attacked in the same way as other models, but all successful hits will be met by the Armour on the facing being attacked. Only the vehicle itself may be attacked, not its crew (though, see bikes overleaf). Crew may be targeted by any Psi Talents that do not require a line of sight. Judges may only attempt to arrest the driver of a vehicle. If a driver is successfully arrested, he will bring the vehicle to an immediate stop and be removed.

A driver may only use a Shoot action to fire any weapon that is restricted to the Front fire arc only (he may not use a Turret weapon).

Models on board a destroyed vehicle are immediatley placed anywhere within 2" of it. In addition, each must pass an Agility check or lose D5 Hits (no armour rolls!).

However, despite being much tougher than the average citizen, vehicles are also a complex collection of mechanical parts and computers, neither of which respond well to incoming damage. If a vehicle is reduced to 0 hits, it is reduced to a smouldering wreck; it may no longer move or use its weapons If a vehicle suffers a critical hit, not only is the Damage it suffers doubled as normal, but a roll must be made on the table below for every critical hit sustained. Add the Damage score of the weapon that hit the vehicle (do not double this) to the die roll. Finally, vehicles are immune to Gas weapons and stuns.



Vehicles that are destroyed should be left on the table as wreckage - either turn them upside down or use cotton wool as smoke.

PERSONAL WEAPONS

A model on board a vehicle may use a window or hatch to fire any pistol or rifle weapons it carries itself. There are many different vehicles on the streets of Mega-City One, and players will have to Judge for themselves whether a vehicle has suitable places to fire from. As a guide, one model can fire from each hatch or window, and all models in an open section of a vehicle (such as within a convertible ground car or in the back of a flatbed truck) can fire freely. Such models can shoot at any target within a Line of Sight to the window or hatch.

Dice Roll	Critical Hit	Effect
3 or less	Control Loss	If the vehicle moved the last time its driver took his actions, it immediately moves forward half its Move, makes a turn (roll a die, 1-5 left, 6-10 right) and then moves the rest of its Move.
4	Passenger Hit	Randomly choose one model on board the vehicle. That model loses one Hit.
5	Power Plant Damaged	The vehicle has its Move halved. This critical hit may be applied multiple times.
6-7	Weapon Loss	One randomly chosen weapon mounted on the vehicle is destroyed.*
8	Power Plant Failure	Roll a die. The vehicle grinds forward this many inches (to a maximum of its current Move) then stops permanently.
9	Multiple Weapon Loss	Roll a die. The vehicle loses this many weapons, randomly determined.*
10	Catastrophic Control Loss	The vehicle moves as shown under Control Loss for the rest of the battle.
11	On Fire!	The vehicle is on fire. Roll a die at the start of every turn. On a 1 or a 2, it immediately explodes, with the effects of Boom! Below.
12 or more	Boom!	The vehicle immediately explodes and is destroyed. This cannot be repaired by any means. Any models on board must roll a number of dice equal to the vehicle's starting Hits. For every dice that rolls 6 or more, the model loses one Hit.

* If no weapons are present on the vehicle, it will instead lose an extra Hit.

CLOSE COMBAT ATTACKS

A vehicle that moved more than 10" the last time its driver took his actions cannot be attacked by a Melee action unless the attacker also moves at least as far in its Melee action as the vehicle did in its previous Move action – it is simply moving too fast. If a vehicle is moving slower than this, close combat attacks can be made normally but the vehicle never rolls any Melee Dice, so it will always have a Close Combat score of 0 against its attacking Melee dice (so a vehicle will always be hit).

Models on board a vehicle may not make close combat attacks until they disembark.

RAMMING

Vehicles have a lot of inertia within them and anything that gets struck by a moving vehicle is going to know it!

If a vehicle touches another model (be it an enemy force member or another vehicle), both it and its target make opposed Agility checks. If the target model succeeds, move it to one side and allow the vehicle to continue its movement. If the vehicle succeeds, a ram has occurred!

If a model has been rammed, the vehicle rolls its Ramming Dice. Add +2 to each Ramming Dice if the vehicle is Large, and +5 if the vehicle is Massive. Every Ramming Dice that rolls equal to or more than the model's Armour score will remove one Hit. If the model survives, move it to one side and allow the vehicle to carry on with its movement. A vehicle may only attempt to ram any one model once in each turn.

If a vehicle is rammed, both vehicles roll their Ramming Dice, applying the modifiers for being Large or Massive if applicable. Every Ramming Dice that rolls equal to or more than the other vehicle's Armour score (using the Armour facing the ram) will remove one Hit. In addition, roll a die for every Hit taken; on a 6 or more, the vehicle also sustains a critical hit.

If the vehicle being rammed is the same size or larger than the ramming vehicle, the ramming vehicle must immediately stop its movement. Otherwise, the smaller vehicle is moved to one side and the ramming vehicle may continue its movement.

COLLISIONS

It is possible for vehicles to accidentally collide with Impassable terrain, such as if they lose control from critical hits. In such a case, the vehicle will be treated as if it had been rammed by itself. It cannot avoid the collision and will face as many Ramming Dice as it normally uses itself in a ram.

USING VEHICLES AS TRANSPORT

To board a vehicle, a model need simply move onto it with a Move action. However, there must be a spare crew or passenger place available and no enemy models may be on board.

The model is then immediately considered to be a passenger. To occupy a crew position (such as gunner or driver), it must perform a Special action. A model may be moved between crew positions, or to and from crew and passenger positions by it performing a Special action at any time.

LEAVING A VEHICLE

A model may leave the vehicle at any time simply by performing a Move action (not a Melee action). Its movement is measured from any part of the vehicle. However, if the vehicle moved the last time its driver took his actions, the model will count as having fallen a distance equal to the distance the vehicle moved – so be careful!

BIKES

Bikes are treated in the same way as vehicles, with the following exceptions.

- They may make any number of turns when moving but may not reverse.
- Bikes have only one Armour score, which is used against all attacks.
- If a bike is listed as having no room for passengers, it may still take one passenger but that model may not take any actions except a Move action to leave the bike.
- Bikes may cross Difficult terrain in the same way as other models.
- If hit by a shooting attack, roll a die. On a 1-6, a Small Bike will be hit, and on a 7 or more its rider will be. On a, 1-7, a Medium Bike will be hit and on an 8 or more, its rider will be.
- Models on bikes may be targeted by Psi Talents, unless the talent is a shooting attack; in which case, randomise the hit as above.
- If subject to a Shooting attack from an Explosive weapon, both bike and rider will be hit.
- If subjected to a close combat attack, the attacker can choose to strike the bike or the rider.
- A model moving onto a bike without crew must still perform a Special action as normal before he can drive it or use its weapons.
- A bike rider may only use pistol weapons, a biker's passenger may use pistol or rifle weapons.

VEHICLES IN CAMPAIGNS

The following rules should be used when introducing vehicles to a campaign (for details on campaigns see page 148) .

BUYING OR 'ACQUIRING'

There are two ways to give an existing force vehicles. They may be purchased, deducting their cost in Credits from the balance of the force. Vehicles that are purchased in this way may be modified as described below.

Alternatively, vehicles may be 'acquired.' For many forces, this means stealing one, while the Justice Department will requisition them from the nearest Sector House. Either way, the vehicle is a temporary feature of the force and will disappear after the next battle is fought.

If vehicles are being acquired in this way, they may be 'bought' in the same way as Mercenaries, using their Credits cost to even up an unequal fight, though vehicles will not cost the force anything after the battle has been fought. If both players are keen to use vehicles but do not have any in their force, then they may agree to a 'budget' that may be spent on vehicles for the next battle. Vehicles acquired on this temporary basis may never be modified.

REPAIRING

After a battle has been fought, all critical hits are automatically repaired. Lost Hits may be repaired at a cost of 10% of the vehicle's starting cost, rounding up, per Hit.

MODIFICATIONS

Whether by a grease monkey known to a street gang or within the workshops of a large automotive company, many forces find the need to modify their vehicles, adapting them to suit their mission profiles or specific crime sprees.

A vehicle that is a permanent part of a force (not one purchased like a mercenary) can have a maximum number of modifications equal to their Hits score. Modifications can be removed for no cost but they cannot be transferred between vehicles – once removed, they are lost for good. Unless otherwise stated, all modifications except weapon mounts may only be added once to each vehicle.

A vehicle that has a number of modifications equal to 50% or more of its Hits value will lose 25% of its Move, rounding up.

Each modification listed below has a Credits cost listed (costs listed as a fraction of the vehicle's cost are taken from the vehicle's starting, not modified, cost), and some take up more space than a single Hit provides. All modifications made to a vehicle must be represented on the model, giving you a chance to get creative and create a truly unique force!

WEAPON MOUNTS

Weapon mounts placed in the side firing arcs of a vehicle must be added in pairs – so, if you add a weapon mount to the Left side, you must also add one to the Right. There is no requirement for the weapons in these paired mounts to be of the same type, but the weapon mounts themselves must be of the same size.

AUTOPILOT
50 CREDITS
By installing a robot brain, a vehicle may drive itself simply by following the voice commands of those on board. So long as there is at least one model on board the vehicle, the vehicle may perform a free Move action every turn.

ADVANCED AUTOPILOT
50 CREDITS + ¼ VEHICLE COST
A truly advanced system, incorporating several computer sub-systems, servos and gyroscopic stabilisers, this autopilot grants the vehicle one free Move and Shoot action every turn, so long as at least one friendly model is on the table. Models are not required to be on board the vehicle for the advanced autopilot to function.

HEAVY WEAPON MOUNT
X2 WEAPON COST
This is a simple pintle weapons mount that may accept any heavy weapon (which is included in the cost). A firing

THE JUSTICE DEPARTMENT DEPLOYS ITS HEAVIEST UNITS.

arc must be chosen for this mount. This mount takes two 'Hits' of space.

TURRET MOUNT
SPECIAL
An existing weapon mount may be converted into a turret (giving it the Turret fire arc). This costs the same as the weapon mount being upgraded (including the weapon itself) and takes up double the 'Hits' of space required (so, a turret-mounted heavy weapon would need four Hits in total).

TWIN-LINKED MOUNT
X2 WEAPON COST
For greater efficiency and firepower, a weapons mount may be 'doubled up' by fitting a second, identical weapon that fires at the same time as the first. This takes up the same number of 'Hits' the weapon mount used in when first fitted.

HEAVY ARMOUR
¼ VEHICLE COST
Additional armour plating is added to the vehicle, allowing it to increase all Armour scores by +1 or just the Front facing Armour by +2. It takes up a number of 'Hits' as the highest Armour score on the vehicle before the modification is made.

STRUCTURAL REINFORCEMENT
¼ VEHICLE COST
Additional braces and separate armoured compartments are added to the vehicle, greatly increasing its durability. The vehicle gains +1 Hits for every 5 Hits it started with. This Hit may be used to fit an additional modification.

TURBO BOOST
¼ VEHICLE COST
The power plant of the vehicle is heavily overhauled and a multitude of Performance parts are fitted. The vehicle may move a maximum distance equal to its Move +25%, but it may not turn while it does so.

VEHICLES OF MEGA-CITY ONE

The following vehicles may be used by any force except the Justice Department, the Brit-Cit Justice Department and Caligula's Personal Retinue.

ATARKA BUGGY

35 CREDITS

Often seen in higher end blocks and tweenblock plazas as an aid to mobility, these buggies are cheap and easily modified.

MOVE	8"
AGILITY	+1
RAMMING DICE	1D
FRONT ARMOUR	2
SIDE ARMOUR	1
REAR ARMOUR	1
HITS	2

TYPE:
SMALL GROUND VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER

40 CREDITS

FORD SLABSTER GROUND CAR

The Slabster is one of the most common vehicles found on the streets of Mega-City One – for many, the car gives the first opportunity they have had to leave their city block.

MOVE	12”
AGILITY	+1
RAMMING DICE	2D
FRONT ARMOUR	+5
SIDE ARMOUR	+5
REAR ARMOUR	+5
HITS	6

TYPE:
MEDIUM GROUND VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER,
3 PASSENGERS

GENERAL DT-10 HUMBER MO-PAD

400 CREDITS

An older mo-pad, the DT-10 gives a lot to newer models in terms of size and comfort, though it is still able to keep up to the minimum speed limits on the Megway, where most examples spend their entire working lives. The interior can be described as basic and the autopilot is notoriously unreliable in emergency situations, forcing drivers to at least be present in the cramped cockpit at all times.

MOVE	12”
AGILITY	-2
RAMMING DICE	8D
FRONT ARMOUR	+6
SIDE ARMOUR	+5
REAR ARMOUR	+5
HITS	25

TYPE:
MASSIVE GROUND VEHICLE

EQUIPMENT:
AUTOPILOT

CREW:
1 DRIVER,
7 PASSENGERS

40 CREDITS

KRAPASAKI TD-4 STREET BIKE

The dream of many young juves, the Krapasaki is known for being a cheap, no-frills bike designed only for thrilling speeds.

MOVE	16”
AGILITY	+4
RAMMING DICE	1D
ARMOUR	+4
HITS	3

TYPE:
SMALL BIKE

EQUIPMENT:
NONE

CREW:
1 DRIVER

70 CREDITS

OTOMO K-9000 STREET BIKE

One of the fastest bikes available in Mega-City One, the K-9000 is capable of matching even the Judge’s Lawmaster Mk III for sheer speed and handling.

MOVE	20”
AGILITY	+3
RAMMING DICE	2D
ARMOUR	+5
HITS	4

TYPE:
MEDIUM BIKE

EQUIPMENT:
NONE

CREW:
1 DRIVER,
1 PASSENGER

90 CREDITS

SATAYAMA HAMMERHEAD HOVER BIKE

An advanced design, the Hammerhead was built for speed and manoeuvrability. Based around a small but powerful anti-grav unit, it cannot attain an altitude of more than a metre or so but this is enough to enjoy frictionless, smooth rides across the roughest of terrain.

MOVE	20”
AGILITY	+4
RAMMING DICE	2D
ARMOUR	+5
HITS	3

TYPE:
MEDIUM HOVER BIKE

EQUIPMENT:
NONE

CREW:
1 DRIVER,
1 PASSENGER

SLOTH CARGO HAULER

80 CREDITS

The Sloth is typical of the many light cargo trucks plying the roads of Mega-City One. It is noted for being cheap, versatile and highly adaptable. The hauler is the most commonly seen, but there are also flatbed, fuel tanker and tracked versions.

MOVE	8”
AGILITY	-2
RAMMING DICE	3D
FRONT ARMOUR	+6
SIDE ARMOUR	+6
REAR ARMOUR	+5
HITS	8

TYPE:
MEDIUM GROUND VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER, 1 PASSENGER (6 MORE IN THE CARGO AREA)

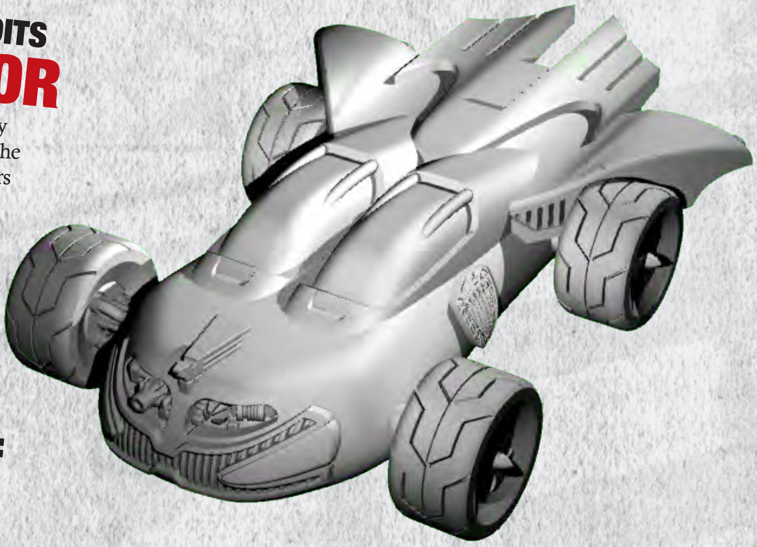
VEHICLES OF THE JUSTICE DEPARTMENT

The following vehicles may be used by the Justice Department and Cal's Personal Retinue only. These vehicles may never recieve modifications, as the Justice Department has strict regulations its Tek-Judges must follow. The Iron Lion may only be taken by the Brit-Cit Justice Department.

BANSHEE PURSUIT INTERCEPTOR

140 CREDITS

The Banshee is reputed to be the fastest land vehicle in Mega-City One, for the highly skilled drivers of the Pursuit Squad must use the Banshee to chase and apprehend illegal speedsters and hot-rodders along the city's Megways.



MOVE	20"
AGILITY	+2
RAMMING DICE	3D
FRONT ARMOUR	+6
SIDE ARMOUR	+6
REAR ARMOUR	+5
HITS	8

TYPE:
MEDIUM GROUND VEHICLE

EQUIPMENT:
AUTOPILOT

CREW:
1 DRIVER, 1 PASSENGER

WEAPONS

Weapon	Range	Fire Arc	Shooting Dice	Damage	AP	Special
Deadkey Cannon	12"	Front	1D	-	0	-
Tractor Gun	6"	Front	1D	1	-3	-

Deadkey Cannon: If this weapon scores a successful hit on a vehicle, no Hits are deducted. Instead, roll one die. On a 9 or less, the Power Plant Damaged critical hit is applied immediately. If a 10 is rolled, apply the Power Plant Failure critical hit instead.

Tractor Gun: This weapon may only be used against a vehicle's Rear facing. If it causes a Hit on a vehicle, it will be joined to the vehicle by a reinforced chain. The Banshee will automatically (and only) move when the target vehicle does and will always remain within 6" or less (as determined by the Banshee's player). If the target vehicle is of Medium size, the Banshee's player may opt to halve its Move. If the target vehicle is of Small size, the Banshee's player may opt to reduce its Move to 0.

While attached in this way, any shooting attacks made from the Banshee gain a +2 bonus to hit. The Banshee player may detach the tractor gun by the driver or passenger performing a Special action. The target vehicle will be automatically detached with no further effect if the Banshee is destroyed.

FIRE WAGON MKIII

175 CREDITS

MOVE	20”
AGILITY	-1
RAMMING DICE	3D
FRONT ARMOUR	+6
SIDE ARMOUR	+6
REAR ARMOUR	+4
HITS	12

TYPE:
LARGE GROUND VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER, 1 GUNNER, 4 PASSENGERS

WEAPONS

Weapon	Range	Fire Arc	Shooting Dice	Damage	AP	Special
Fire Foam Jet	16”	Turret	2D	-	0	-

Fire Foam Jet: If this weapon successfully strikes any model currently on fire, roll a die. On a 4 or more, the fire is instantly quenched. A model on fire can be hit voluntarily, meaning it will count as having rolled 0 for its Agility against the shooting attack. This may also be used to extinguish fires created by the vehicle critical hit table.

IRON LION

80 CREDITS

MOVE	20”
AGILITY	+2
RAMMING DICE	3D
ARMOUR	+7
HITS	5

TYPE:
MEDIUM BIKE

EQUIPMENT:
AUTOPILOT

CREW:
1 DRIVER

AWWOOOOO
THIS IS GOMERY, BRIT-CIT MOBILE! ATTENTION ANY MEGA-CITY UNIT!

-CASE FILE-

H-WAGONS

Hover-Wagons – better known as H-Wagons – are well-armed flying vehicles used by the Justice Department. Extremely adaptable, they are capable of acting as patrol vehicles or battle platforms, as the need arises.

-CASE FILE-

JUSTICE 1

This is a deep-space cruiser used for long-ranged missions. It carries a small team of Judges and a large number of robots to act as back-up personnel and perform maintenance.

LAWMASTER

150 CREDITS

MOVE	20”
AGILITY	+2
RAMMING DICE	3D
ARMOUR	+7
HITS	5

TYPE:
MEDIUM BIKE

EQUIPMENT:
AUTOPILOT

CREW:
1 DRIVER

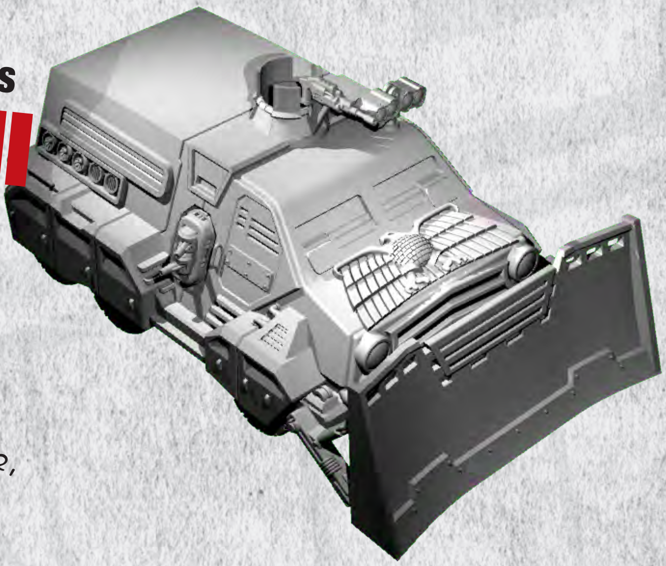
WEAPONS

Weapon	Range	Fire Arc	Shooting Dice	Damage	AP	Special
Twin Bike Cannon	18”	Front	4D	2	-3	-
Cyclops Laser Cannon	18”	Front	1D	4	-5	Complex

Scattergun: The Lawmaster also carries a scattergun which can be used by its rider.

RIOT WAGON MKIII

500 CREDITS



MOVE	8”
AGILITY	-2
RAMMING DICE	6D
FRONT ARMOUR	+9
SIDE ARMOUR	+9
REAR ARMOUR	+6
HITS	16

TYPE:
LARGE GROUND VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER, 1 GUNNER, 8 PASSENGERS

WEAPONS

Weapon	Range	Fire Arc	Shooting Dice	Damage	AP	Special
Street Cannon	48”	Turret	4D	2	-3	-
Stumm Gas Dispensers	6”	Left	1D	1	-	Explosive 3, Gas
Stumm Gas Dispensers	6”	Right	1D	1	-	Explosive 3, Gas
Riot Foam Jets	6”	Left	1D	1	-	Explosive 3, Gas
Riot Foam Jets	6”	Right	1D	1	-	Explosive 3, Gas

People Plough: The huge plough at the front of the Riot Wagon makes it very difficult for perps to get out of the way and also helps a great deal in frontal rams! When ramming models, the Riot Wagon adds a +2 bonus to its Agility check. When ramming vehicles, it adds 2D Ramming Dice to its total.

Stumm Gas and Riot Foam: The Mk III Riot Wagon must choose to be equipped with either two Stumm Gas dispensers or two Riot Foam jets. They may not be used if the Pat Wagon moves in the same turn, but both can be fired in the same Shoot Action by the same model, at different targets if desired.

MANTA PROWL TANK

900 CREDITS

MOVE	12”
AGILITY	-2
RAMMING DICE	10D
FRONT ARMOUR	+10
SIDE ARMOUR	+8
REAR ARMOUR	+7
HITS	30

TYPE:
MASSIVE HOVER VEHICLE

EQUIPMENT:
NONE

CREW:
2 DRIVERS, 4 SENSOR OPERATORS, 5 GUNNERS, 30 PASSENGERS (INCLUDING 4 LAWMASTERS)

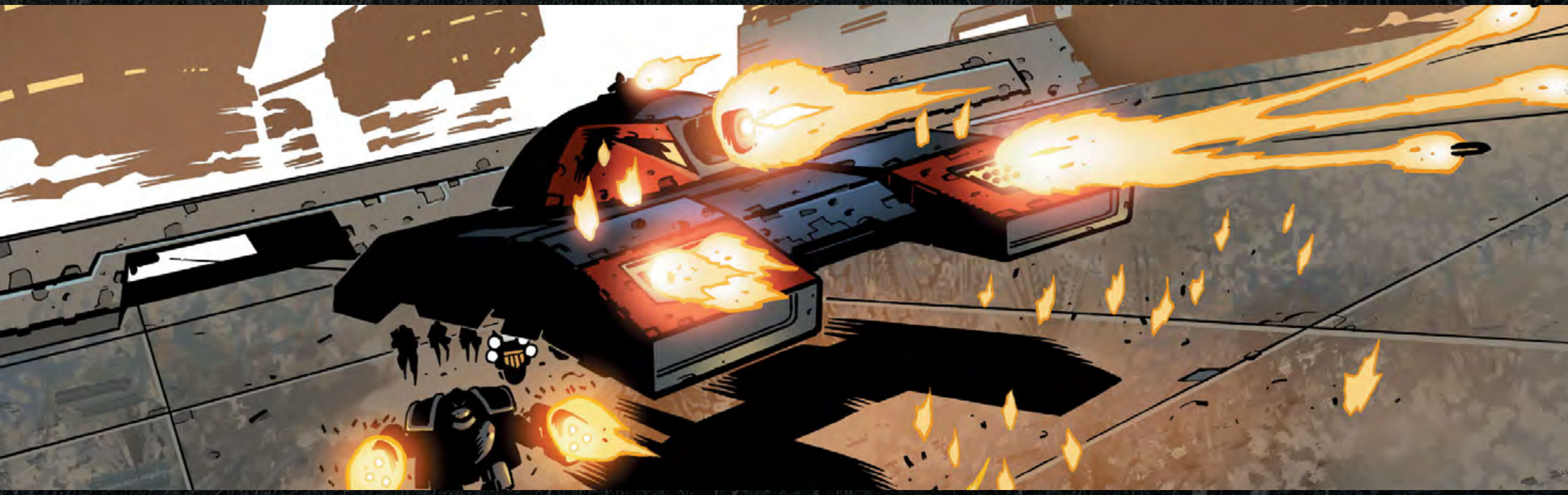
WEAPONS

Weapon	Range	Fire Arc	Shooting Dice	Damage	AP	Special
High Intensity Laser Cannon	72”	Turret	1D	8	-5	-
Anti-Personnel Laser Cannon	36”	Turret	4D	2	-4	-
Anti-Personnel Laser Cannon	36”	Turret	4D	2	-4	-
Stumm Gas Dispensers	6”	Front	1D	1	-	Gas
Riot Foam Jets	6”	Front	1D	1	-	Gas

Drivers: If only a single model uses a Move action to drive the Manta Prowl Tank, its Agility becomes -4. Both drivers must use a Move action on the Manta Prowl Tank to avoid this, with the tank being moved on the second drivers’ action

Sensor Operators: If the Manta Prowl Tank does not have any sensor operator crew positions filled, it may not use any weapons. If one or two sensor operators are present, it suffers a –2 or –1 penalty to all shooting attacks respectively. If four sensor operators are present, it gains a +1 bonus to all shooting attacks. Sensor operators must spend two Special Actions in each Phase, or they will not count as being present at their stations.

Stumm Gas and Riot Foam: When activated, the Stumm Gas dispensers and Riot Foam jets will attack every model (friend or foe!) within 6”. However, they may not be used if the Manta Prowl Tank moves in the same turn.



PAT WAGON MKIII

400 CREDITS

MOVE	10”
AGILITY	-1
RAMMING DICE	6D
FRONT ARMOUR	+8
SIDE ARMOUR	+8
REAR ARMOUR	+6
HITS	15

TYPE:
LARGE GROUND VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER, 1 GUNNER, 10 PASSENGERS

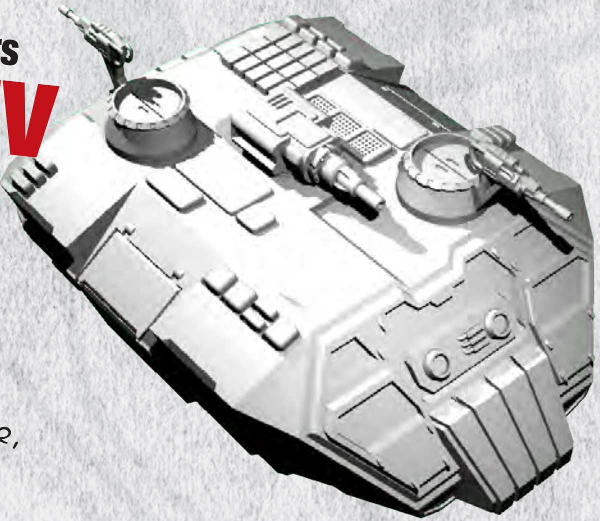
WEAPONS

Weapon	Range	Fire Arc	Shooting Dice	Damage	AP	Special
Street Cannon	48”	Turret	4D	2	-3	-
Stumm Gas Dispensers	6”	Left	1D	1	-	Explosive 3, Gas
Stumm Gas Dispensers	6”	Right	1D	1	-	Explosive 3, Gas
Riot Foam Jets	6”	Left	1D	1	-	Explosive 3, Gas
Riot Foam Jets	6”	Right	1D	1	-	Explosive 3, Gas

Stumm Gas and Riot Foam: The Pat Wagon Mk III must choose to be equipped with either two Stumm Gas dispensers or two Riot Foam jets. They may not be used if the Pat Wagon moves in the same turn, but both can be fired in the same Shoot Action by the same model, at different targets if desired.

PAT WAGON MKIV

400 CREDITS



MOVE	10”
AGILITY	+0
RAMMING DICE	5D
FRONT ARMOUR	+7
SIDE ARMOUR	+7
REAR ARMOUR	+6
HITS	15

TYPE:
LARGE HOVER VEHICLE

EQUIPMENT:
NONE

CREW:
1 DRIVER, 1 GUNNER, 8 PASSENGERS

WEAPONS

Weapon	Range	Fire Arc	Shooting Dice	Damage	AP	Special
Street Cannon	48”	Turret	4D	2	-3	-
Stumm Gas Dispensers	6”	Left	1D	1	-	Explosive 3, Gas
Stumm Gas Dispensers	6”	Right	1D	1	-	Explosive 3, Gas
Riot Foam Jets	6”	Left	1D	1	-	Explosive 3, Gas
Riot Foam Jets	6”	Right	1D	1	-	Explosive 3, Gas

Stumm Gas and Riot Foam: The Pat Wagon Mk IV must choose to be equipped with either two Stumm Gas dispensers or two Riot Foam jets. They may not be used if the Pat Wagon moves in the same turn.

DREDD

MOBS

Some special scenarios allow you to field Mobs, a collection of models that represent rioting citizens, hordes of zombies, tribes of mutants or anything else you can imagine that may attack en masse!

A Mob is simply a collection of Minions that operate together as a single unit. A Mob obeys the following rules.

- A Mob must start the game with at least five Minions. There is no maximum number of Minions that can be put into a Mob!
- No Minion in the Mob may have more than two Hits.
- Every model in the Mob must always move so it forms an imaginary 'chain' with every other model in the same mob, with no gap in the 'chain' being more than 1" between models.
- Every model in the Mob always takes the same actions *at the same time* – in effect, the Mob takes two actions per turn, rather than every individual model within it.
- Every Minion in the Mob must be equipped with the same weapons, armour and equipment. Not every model need have the same weapons, armour and equipment, though the majority should.
- A Mob does not take any Will to Fight checks until it is reduced to five models or fewer.

MOVE ACTIONS

If a Mob crosses Difficult or Dangerous terrain, only those models in those terrain types will be affected by it. So, it is possible for some models to move normally, while others may be slowed down by Difficult terrain. However, every model in the Mob must create a chain where the distance between one model and the next is no more than 1"

SHOOT ACTIONS

A Mob makes shooting attacks in the same way as a single model, with whatever weapons it is carrying. With every Shoot action, it makes a single shooting attack against a single target. However, it will add one Shooting Dice to this attack for every model after the first in the Mob that is within range and Line of Sight to the target.

Note that models within the Mob will block Line of Sight to other models in the Mob, so those at the back will have trouble attacking anything to the front.

BEING SHOT AT

Mobs are attacked in the same way as single models, with one Minion removed from the Mob every time a number of Hits is scored equal to the Hits of the Minions to a maximum of one model per Shooting Dice. These Hits must be scored in a single attack, and 'spare' hits are not recorded or carried over into other attacks.

The closest models in the Mob to the attacker will be removed as a casualty first, then the next closest, and so on.

A Mob will only count as being in Cover if at least half of its models are within Cover.

MECHANISMO UNITS BEING USED TO PACIFY AN UNRULY SECTOR. YOU NO LONGER HAVE A PROBLEM, CITIZEN.

EXPLOSIVE WEAPONS

Weapons with the Explosive special rule are an exception to Mobs, and attack Mob members as though they were single models, in the same way as they would a group of models close together that were not a Mob.

MELEE ACTIONS

Mobs fight in close combat as single models, using the rules for Ganging Up when they can engage the same target.

They are free to engage several targets in a single Melee action moving simultaneously, with different models attacking different targets but they must always stay within 1" of another model in the Mob as they do this. If, through casualties or other means a model ends up further than 1" away from the rest of the Mob, it must move to join the Mob at the first opportunity, *even if this means Fleeing Close Combat*.

SPECIAL ACTIONS

If a Mob performs a Special action, every model in the Mob must use that Special action to accomplish the same task – if a model is unable to for any reason, it will simply stand still (probably shouting encouragement at its friends, or insults at the Judges!).

ARRESTS

A Mob may not be arrested under normal circumstances, though some Judges may have Talents that allow them to do so.

LEADING MOBS

A single Hero may lead a Mob. He counts as being part of the Mob in every way except for the following.

- A Hero's attacks are always worked out separately. He does not add Shooting Dice to the rest of the Mob, and neither does the Mob add Shooting Dice to his attacks.
- He must follow the same actions as the rest of the Mob (in effect, the Mob is copying what he is doing) but may fire different weapons at different targets if he wishes.
- The Mob may use the Hero's Will score for any Arrest and Will to Fight checks.
- The Hero may not be 'picked out' by an enemy's shooting attack. Unless he is the closest model to the attacker. In this case he is attacked as though he were not part of a Mob.

MOBS IN CAMPAIGNS

If a player has five or more Minions equipped the same way in his force, he may group them into a Mob at any time. By the same token, identical Minion Mercenaries may also be grouped into Mobs.

Injuries and payment for Minions and Mercenaries are done as normal, regardless of whether the models were in a Mob or not.

Some scenarios pit a force against hordes – essentially, several Mobs. In these cases, the scenario will list how many Mobs are present and what models they use, and will also give a Credit value for the force that opposes them. If the player's force is less than this Credit value (and it should be – facing a horde is when reinforcements should definitely be used!), they may take Mercenaries as normal.

MINIATURES OF MEGA-CITY ONE

ACADEMY OF LAW TUTOR SAWYER

CADET JUDGE AURENS

CHIEF JUDGE HERSHEY

EXORCIST JUDGE SHEADY

FLYING SQUAD JUDGE SMITH

MED-JUDGE STALLARD

PSI JUDGE LISTER

RIOT JUDGE BAKER

SJS JUDGE PATTON

SPACE CORPS JUDGE VAUGHN

STREET JUDGE KAUFMAN

TEK-JUDGE NIELSSON

THE JUSTICE DEPARTMENT

SECTOR 127
JUSTICE DEPARTMENT
JUSTICE DEPT.
SECTOR 127
PW 127 378
SECTOR 127
JUSTICE DEPARTMENT

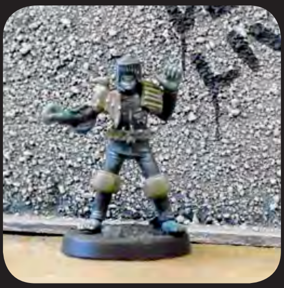
PAT WAGON MK III

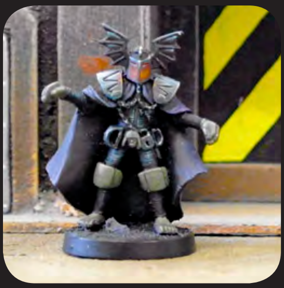
LAWMASTER

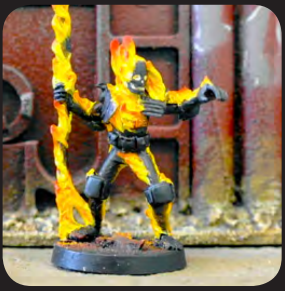
JUSTICE DEPT.
SECTOR 127
PW 127 378
ESPEARE

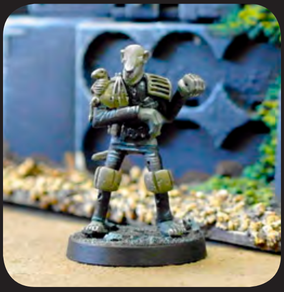
MANTA PROWL TANK

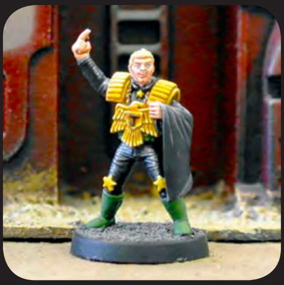
SUPPORT UNITS

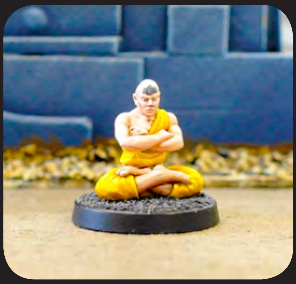

JUDGE DEATH

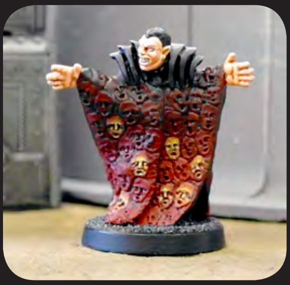

JUDGE FEAR

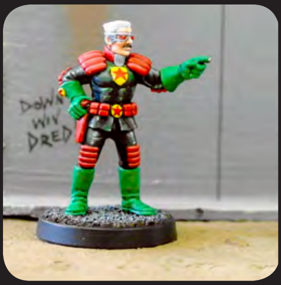

JUDGE FIRE


JUDGE MORTIS


CHIEF JUDGE CAL

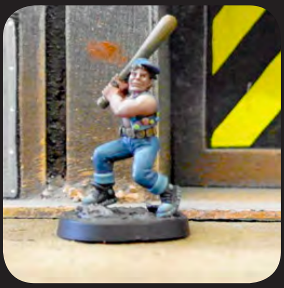

THE JUDGE CHILD

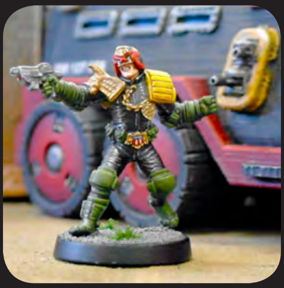

SABBAT

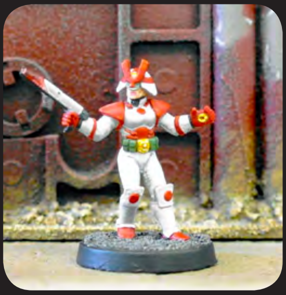


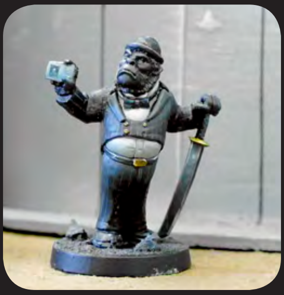
WAR MARSHAL KAZAN

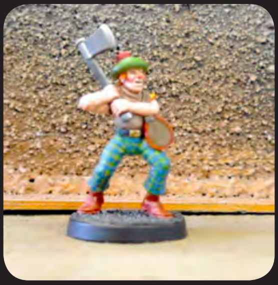
THE CITY'S GREATEST THREATS

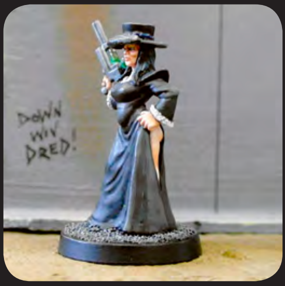

FERGEE, KING OF THE BIG SMELLY


JUDGE DREDD

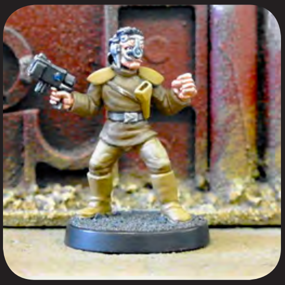

JUDGE INSPECTOR INABA

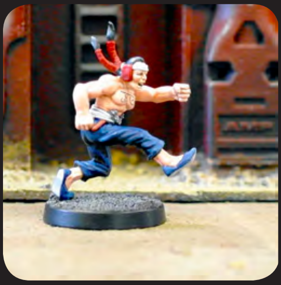

TRAVIS PERKINS


KENNY WHO?



OOLA BLINT


RICO DREDD


STAN LEE

HEROES AND VILLAINS

LAWMASTER PATROLS KEEP MEGA-CITY ONE SAFE

JUSTICE DEPT.
SECTOR 127
PW 127 378

A PAT WAGON SMASHES THROUGH A BARRICADE

THE CABAL BREATHE A SIGH OF RELIEF AS A SUMMONING ACTUALLY WORKS...

SCATTERED EAST MEG UNITS ARE QUICKLY MOPPED UP IN THE AFTERMATH OF THE APOCALYPSE WAR.

CREATING A FORCE

There are a range of these forces to choose from and we will be adding more in the future. Select a force that best reflects your miniatures collection from the Force Lists below.

Every model, weapon and item of equipment in Judge Dredd has a value in Credits, showing you how much it is worth – you can assume this is the cost of hiring, training or buying each Hero, Minion or other item. As you make purchases, note them down on a Force Roster Sheet (available for free from our web site).

STAND-ALONE GAMES

For one-off or stand-alone games, we recommend starting off with forces totalling 250-500 Credits. Once you understand the rules, this will give you games of 20-30 minutes under most circumstances. Larger games will take longer but going up to 1,000, 2,000 or even more Credits on each side will allow you to field lots of interesting models, including vehicles and some of the greatest heroes (and villains) to have set in Mega-City One.

You might like to experiment with increasing the Levels of your Heroes in stand-alone games. You can do this by simply paying 25 Credits for every Level you wish to increase your Hero by. However, we recommend you agree a maximum Level for any Hero in such games with your opponent, so they have a chance to tackle one another one-on-one – such duels are always exciting!

CAMPAIGN GAMES

In campaign games, you have 500 Credits from which to buy models and equipment from the Force List you chose. You must purchase at least one Hero to lead your force. Any credits left over can be saved for future purchases.

WEAPONS AND EQUIPMENT

Many models have an 'allowance' in Credits that can be spent on various forms of weapons and equipment, usually listed under their 'options.' They may never be purchased an amount of weapons and equipment totalling more Credits than this, even when the force becomes rich – they will just not be trusted with more expensive items!

You can, however, upgrade a model's weapons and equipment, so long as the new total does not exceed the amount of Credits that can be spent on the model. If a piece of equipment or a weapon is upgraded this way, it may be passed on to another model or held in a force's armoury (make a note on your Force Roster Sheet) for use later on.

THE JUSTICE DEPARTMENT

The Judges are the lawkeepers of Mega-City One, fighting to protect innocent citizens from criminals and scum. Few in number, the Judges welcome only the best and the brightest into their ranks, and not all of those survive the 15 year training regime.

A force of Judges will be very well equipped and able to handle most situations. However, they will usually be outnumbered.

Standard Issue: No justice department model may be purchased equipment, weapons or armour unless it is in their list of options. However, cybernetics may be purchased for injured models.

Lawgivers: All Lawgivers are Mk II models. You may give any model a Mk I Lawgiver instead for -10 Credits.

Permanent Secondment: Sector House squads and patrols have tightly defined parameters that guide which Judges are assigned to street duties on a permanent basis. However, Sector Chiefs do have the authority to override these parameters, if they feel there is sufficient cause. Certain specialist Judges may work very well with an existing team, for example, or a patrol may be assigned to a very rough part of the sector, necessitating an increase in available firepower.

If a Justice Department force takes a Mercenary in a game and it survives, the player may spend twice the amount of Credits the Mercenary is worth and have it attached permanently to his force. However, the Mercenary must be of a lower level than the highest level Hero currently in the force. From this point, the Mercenary is considered a permanent member of the force in every way, and may begin to earn Experience Points.

JUSTICE DEPARTMENT MERCENARY LIST

The following may be used as Mercenaries (call them reinforcements…) by a Justice Department force.

Academy of Law Tutor (page 152)
Cadet Judge (page 152)
Citi-Def Soldier (page 52)
Combat Droid (page 94)
Electro Cordon (page 153)
Exorcist Judge (page 153)
Flying Squad Judge (page 45)
Heavy Weapons Judge (page 154)
Holocaust Judge (page 155)
Mechanismo Mk I (page 156)
Mechanismo Mk II (page 156)
Med-Judge (page 157)
Psi Judge (page 45)
Riot Judge (page 45)
Senior Judge (page 158)
Senior Brit-Cit Judge (page 158)
SJS Judge (page 159)
Space Corps Judge (page 159)
Street Judge (page 45)
Tek-Judge (page 159)
Vid Reporter (page 161)
Wally Squad Judge (page 160)

STREET JUDGE

150 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

The most public face of the Justice Department, the Street Judge is a highly trained and motivated individual, dedicated to the enforcement of the Law. Equipped with advanced weaponry and investigative equipment, there is very little a Street Judge cannot cope with.

OPTIONS

- If the Street Judge is given the Dual Shooter Talent, he may purchase a second Lawgiver for +25 Credits.
- A Street Judge may choose one of these options; Swap his Lawgiver with a Scattergun for +0 Credits, a Lawrod for +10 Credits, a Widowmaker for +20 Credits or a Stub gun for +50 Credits, or take a Jetpack and become a Flying Squad Judge for +50 Credits.If the Street Judge chooses any of these options, he may not ride a Lawmaster.

PSI-JUDGE

175 CREDITS

PSI 4

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

The powers displayed by Psi Judges range from anything from the ability to read a perp's mind or glimpsing into the future to blasting foes with telekinetic bolts. Psi Judges are often highly-strung, flippant individuals, very much a contrast to the straight-laced Street Judge.

RIOT JUDGE

190 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+7
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, RIOT ARMOUR, RIOT FOAM, STUMM GAS GRENADES

-CASE FILE-

The most hardened Street Judges are often assigned to riot duty. Equipped with strengthened armour, shields and riot foam, a squad of Riot Judges are fully capable of facing down the rampaging inhabitants of a small block without support.

OPTIONS

- Swap Riot Foam for Riot Shield for +0 Credits

SPECIAL RULES

Riot Control: A Riot Judge is trained to combat perps while on foot, and may not ride a Lawmaster.

ROOKIE JUDGE

75 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+5
HITS	1

TYPE:

INFANTRY MINION

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

Almost fully trained, this Judge is new to the streets of Mega-City One and lacks vital experience. Always under careful supervision, the Rookie Judge is learning valuable lessons in the field, eager to turn his half-badge into a full eagle.

STREET JUDGES SWEEP THROUGH AN INDUSTRIAL ZONE.

BRIT-CIT JUSTICE DEPARTMENT

The Brit-Cit Justice Department maintains law and order in and around Brit-Cit. It is led by the Chief Judiciary and answerable to Parliament. The Judges of Brit-Cit share much in common with their counterparts in Mega-City One, having similar uniforms and close diplomatic ties. However, the two have many differences in operational procedure and administration. Brit-Cit Judges are more lenient in their approach to crime and spend as much time buried in paperwork as they do patrolling the streets of their sector. The largest difference between the Judges of Brit-Cit and Mega-City one is their salary – Brit-Cit Judges are paid to uphold the Law. When their shifts are over, the Judges return to their flats and families, and may even take annual holidays. The Brit-Cit Justice Department is not immune to the privileges that come with wealth and ancestry and, with enough money, a Judge can buy himself any promotion short of a seat on the Chief Judiciary.

A force of Brit-Cit Judges will be very well equipped and able to handle most situations. They are ideal if you like the Judges of Mega-City One, but are looking for something with a slightly different 'flavour.'

Justice Department: As Judges, the models in this force must follow the Arrest rules.

BRIT-CIT JUSTICE DEPARTMENT MERCENARY LIST

The following may be used as Mercenaries (call them reinforcements…) by a Brit-Cit Justice Department force.

Agent (page 66)
Brit-Cit Beat Judge (page 48)
Combat Droid (page 94)
Plod Bot (page 49)
Senior Brit-Cit Judge (page 158)
Street Judge (page 45)

BEAT JUDGE

140 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, PC 101 HANDGUN, STANDARD ISSUE ARMOUR, TRUNCHEON

OPTIONS

- Swap PC 101 handgun with bumf gun for +0 Credits.

-CASE FILE-

The beat Judges are at the forefront of the Brit-Cit Justice Department, cruising the streets on their Iron Lion motorcycles and Avenger patrol cars. Beat Judges are respected by the city’s citizens and feared by the criminals who dare oppose them. They spend eleven years training to become a Judge and then work the rest of their careers in a number of Sector Stations.

PARA SQUAD JUDGE

165 CREDITS

PSI 4

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, PC 101 HANDGUN, STANDARD ISSUE ARMOUR, TRUNCHEON

-CASE FILE-

The Psi Judges of Brit-Cit, these specialists are highly valued and to call upon their services frivolously is considered a breach of conduct. Like their counterparts of Mega-City One, Para Squad Judges are often highly-strung, flippant individuals.

DETECTIVE JUDGE

160 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+2
ARMOUR	+4
HITS	3

TYPE:

INFANTRY HERO

EQUIPMENT:

ARMOURED TRENCH COAT, PC 101 HANDGUN

-CASE FILE-

The Detective Judge has proven himself capable of leading investigations and acting on his own intuition. Once installed in CID, the Detective Judge swaps his beat uniform for the trademark blue suit and trench coat of the department.

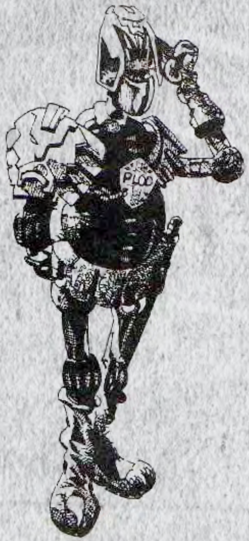
PLOD BOT

50 CREDITS

MOVE	5"
AGILITY	+0
SHOOT	+0
MELEE	+1
MELEE DICE	2D
WILL	+0
ARMOUR	+5
HITS	1

TYPE:
INFANTRY ROBOT MINION

EQUIPMENT:
TRUNCHEON

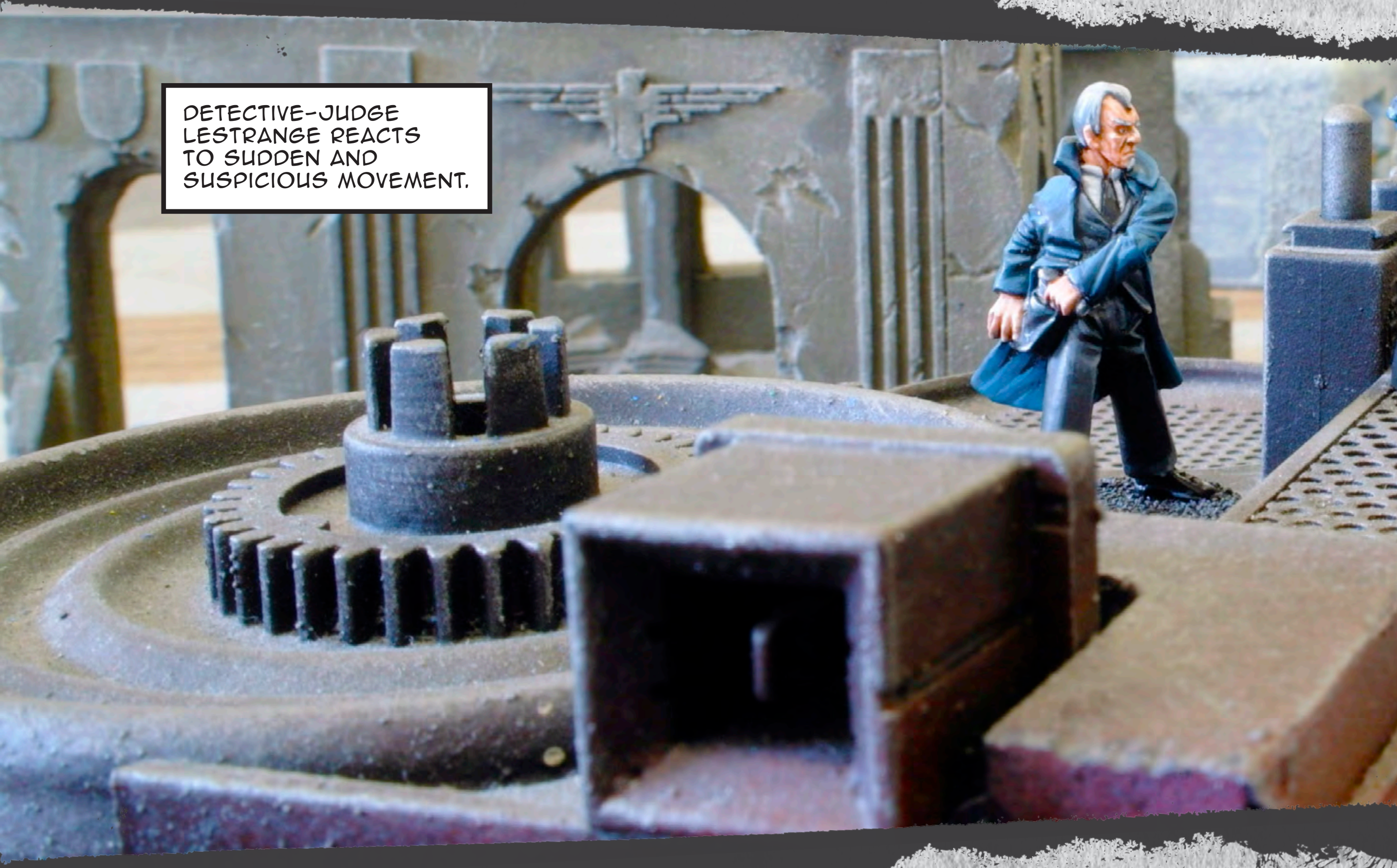


-CASE FILE-

The Plod-Bot is a useful accessory to beat Judge operations, strong and tireless, equipped with circuits to effect an amiable persona, reinforced by a non-threatening body shell design. Plod-bots have telescopic arms which they use to create a cordon around crime scenes or corral unruly citizens.

SPECIAL RULES

Telescopic Arms: The plod bot can make close combat attacks against a target up to 6" away with a Melee action but cannot benefit from charging if it does so. At the end of this close combat, the two models are not required to take Melee actions again, and the plod bot is not moved closer to a pushed back enemy. The target may leave close combat in its turn without any penalties for fleeing.



DETECTIVE-JUDGE LESTRANGE REACTS TO SUDDEN AND SUSPICIOUS MOVEMENT.

THE CITI-DEF

The typical view of the Citi-Def soldier is of a man who barely knows one end of a spit gun from the other and, pumped up on action vids on the Tri-D, attempts to live out his fantasies by joining the only military option open to citizens. In many cases this is remarkably accurate and the Citi-Def is a source of constant worry to the Justice Department, for allowing citizens legal access to weaponry surely courts disaster.

A force of Citi-Def soldiers will not be the most competent in Mega-City One, but they do have access to armour and heavy weapons that can make them very scary – as much to one another as any enemy!

CITI-DEF MERCENARY LIST

The following may be used as Mercenaries by a Citi-Def force.

Bat Burglar (see page 152)
Combat Droid (see page 94)
Citi-Def Soldier (see page 52)
Juve (see page 54)
Lone Vigliante (see page 74)
Punk (see page 54)
Robodoc (see page 157)
Robodog (see page 95)
Sky Surfer (see page 72)
Vid Reporter (see page 161)

CITI-DEF OFFICER

95 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	+0
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

SHELL JACKET, SPIT PISTOL

-CASE FILE-

The Citi-Def officer is different from the soldiers he commands. He is not a weekend warrior living out his action-hero dreams but a career soldier dedicated to the protection of the city. It is his responsibility, as a guardian of Mega-City One, to ensure his fellow citizens do not suffer invasion as they have in the past. In all likelihood, it is the Citi-Def officer who has organised the latest block war, simply to provide real-world training for his men…

OPTIONS

- Swap spit pistol with spit gun for +30 Credits.
- May be purchased up to 100 Credits of weapon, armour and equipment.

SPECIAL RULES

Rallying Cry: So long as the officer is still alive and on the table, all failed Will to Fight checks for all friendly models may be re-rolled.

True Leader: Everyone in the Citi-Def unit looks up to the officer, trusting him to see them through the worst fire fights. Any friendly model within 15” and in line of sight of the officer may use his Will score instead of their own for any Will check, including Arrest checks.

CITI-DEF MEDTECH

80 CREDITS

MOVE	6”
AGILITY	+2
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+4
HITS	1

TYPE:

INFANTRY MINION

EQUIPMENT:

HANDGUN, MEDI-KIT, PAD ARMOUR

-CASE FILE-

Medical technicians who join Citi-Def units are never short for work, patching up injuries and performing emergency surgery – usually on unintentionally self-inflicted wounds. They quickly learn to avoid the most trigger happy soldiers, but often take breathtaking risks when one of their unit goes down.

OPTIONS

- Upgrade to a Level 1 Hero for +50 Credits.
- May be purchased up to 50 Credits of weapon, armour and equipment.

SPECIAL RULES

Lifesaver: The Citi-Def Medtech is always assumed to have taken one extra Special action in its last turn when using a Medi-kit (so he will always count as having taken at least one).

CITI-DEF SOLDIER

100 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+0
ARMOUR	+5
HITS	1

TYPE:

INFANTRY MINION

EQUIPMENT:

SHELL JACKET, SPIT GUN

-CASE FILE-

Citi-Def soldiers sign up for one of three reasons; either they are bored from their long days of unemployment, have a deep patriotic sense to defend Mega-City One, or have watched far too many action-vids. They are all, however, crazy once a spit gun gets put in their hands.

OPTIONS

- Upgrade to a Level 1 Hero for +50 Credits.
- Swap spit gun with two spit pistols and gain the Dual Pistol Training Talent for +25 Credits.
- May be purchased up to 50 Credits of weapon, armour and equipment, or lose all current weapons and be purchased any heavy weapon.

SPECIAL RULES

Trigger Happy: Whenever a Citi-Def soldier performs a Shoot action, he must make a Will check. If this is failed, his next action must also be a Shoot action unless an enemy engages him in Close Combat before this action can be taken. If no enemy model is in sight, he will attack the closest target, be it friend, foe or an innocent bystander!

JAEGER SQUAD COMMANDO

175 CREDITS

MOVE	6”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	3D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

KNIFE, RESPIRATOR, SHELL JACKET, SPIT PISTOL

-CASE FILE-

Not all Citi-Def units have a Jaeger squad but those who do include such men in their ranks are often considered to be elite forces (elite being a relative term…). Each member of the Jaeger squad is a full-time Citi-Def soldier who has dedicated himself to protecting his block against all enemies. Training hard in infiltration skills and the disruption of communications, the Jaeger squad is as close to a true commando unit as any Citi-Def is likely to get.

OPTIONS

- May be purchased up to 100 Credits of weapon, armour and equipment.

SPECIAL RULES

Going Commando: Using a combination of sucker guns, rappelling lines and para-gliders, the Jaeger Squad Commando can appear anywhere, unexpected. The Commando counts as if he is equipped with a sucker gun and can also drop down a sheer surface up to 12” with a single Special action.

Silent but Violent: The Jaeger Squad Commando has Stealthy as a free Talent.

STREET GANG

Every block has at least one gang, a collection of social misfits and brutal youths that ruthlessly control their territory. Gang members do not spend all their time committing crimes or fighting their rivals. Many spend their time simply hanging round in various parts of their block. Plazas, shopping malls and mezzanines are favourite hanging-out places, although many favour the likes of vehicle bays or some seedy bar.

A street gang will usually outnumber its enemies and will be armed to the teeth, though it usually lacks sophisticated weaponry.

STREET GANG MERCENARY LIST

The following may be used as Mercenaries by a Street Gang force.

Bat Burglar (page 152)
Fattie (page 61)
Futsie (page 154)
Juve (page 54)
Juve Jimp (page 155)

Klegg (page 84)
Klegghound (page 84)
Lone Vigilante (page 74)
Punk (page 54)
Pyrokinetic (page 157)

Robodoc (page 157)
Robodog (page 95)
Sky Surfer (page 72)
Vid Reporter (page 161)
Werewolf (page 160)

10 CREDITS

JUVE

MOVE	5”
AGILITY	+1
SHOOT	-1
MELEE	-1
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION

-CASE FILE-

The life of a typical juve is one of depression and boredom. All education prepares them for is a life of doing nothing, with the expectation they will never be employed, and it is no wonder so many join criminal gangs. In a gang, they will engage in continuous acts of petty crime, gradually escalating in severity as their boredom threshold gets ever narrower. Generally not too smart, most juves end up serving time in the juve-cubes, with many going on to be imprisoned in iso-cubes as they get older.

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade up to two Juves to Level 1 Heroes for +50 Credits each. One of these Heroes may use Psi Talents and have a Psi score of 4 for +25 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

20 CREDITS

PUNK

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION

-CASE FILE-

The majority of street gangs in Mega-City One are filled with cheap punks, petty criminals on the lookout for the one big score that will see them set up for life. The average punk is selfish, mean and violent, though they often have some loyalty to the gang they have pledged themselves to.

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. One Hero may use Psi Talents and have a Psi score of 4 for +25 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

APE GANG

Experiments in the past vastly increased the intelligence of apes, with the intention of using them as advanced slave labour. However, while such science has been outlawed for many years, its legacy remains, in the form of sentient apes. Often corralled into the less desirable parts of the city, it is not unusual for apes to form their own criminal gangs.

An ape gang is an unusual sight in Mega-City One and judicious use of the different species will give you a lot of flexibility. Plus, there is nothing better than sticking it to the humans who forced you to live in squalor.

Swinging Apes: All apes (chimps, orang-utans, and gorillas) are very agile, and can scale sheer surfaces or swing across wide gaps with ease. An ape can treat any sheer surface as clear terrain, so long as it begins and ends it phase on a flat surface, and can move across any open gap up to its Move without making an Agility check.

APE GANG MERCENARY LIST

The following may be used as Mercenaries by an Ape Gang force.

Chimp (page 56)
Futsie (page 154)
Gorilla Gangster (page 154)
Lone Vigilante (page 74)
Vid Reporter (page 161)

25 CREDITS

CHIMP

MOVE	6”
AGILITY	+1
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION

-CASE FILE-

Chimps form good all-rounders within an ape gang, able to take on most tasks with success.

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

40 CREDITS

ORANG-UTAN

MOVE	6”
AGILITY	+2
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+1
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION

-CASE FILE-

Both agile and intelligent, Orang-utans are sometimes leaders of ape gangs, but usually give way to larger and more powerful gorillas. More commonly, they take the role of specialists, such as stealthy burglars or snipers.

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

60 CREDITS

GORILLA

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+1
MELEE DICE	3D
WILL	+0
ARMOUR	+0
HITS	2

TYPE:
INFANTRY MINION

-CASE FILE-

Physically the most powerful form of ape, gorillas take on a variety of roles, from leaders and lieutenants to grunt muscle. Either way, they form the backbone of an ape gang.

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

MOBSTERS

Above the common street gangs lies organised crimes. Mobsters run their criminal activities as businesses and some are very successful. Whether they are organ-leggers, smugglers, contract killers, or delving into a range of different interests, mobsters have access to many and varied resources – when forced, they can often go toe-to-toe with the Justice Department.

A mobster force is very flexible and can gain access to very high powered weaponry and specialists.

SUPER SURF 12

MOBSTER MERCENARY LIST

The following may be used as Mercenaries by a Mobster force.

Agent (page 66)
Bat Burglar (page 152)
Combat Droid (page 94)
Gorilla Gangster (page 154)
Klegg (page 84)
Klegghound (page 84)
Punk (page 54)
Pyrokinetic (page 157)
Robodoc (page 157)
Robodog (page 95)
Street Judge (page 45 – may not be used when fighting a Justice Department force)

60 CREDITS

ASSASSIN

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	-1
MELEE DICE	1D
WILL	+0
ARMOUR	+0
HITS	2

TYPE:

INFANTRY HERO

-CASE FILE-

Beyond the common street punk, there are many perps who specialise in particular areas of crime. The assassin is typically a loner, a highly paid murderer who commands outrageous fees for the promise of permanently silencing an enemy. Assassins favour many different methods of killing, but highly trained marksmen are most common, able to put a laser beam into the skull of a target at a huge distance.

OPTIONS

- May be purchased up to 150 Credits of weapons, armour and equipment. One rifle must be purchased from this allowance

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195 CREDITS

ASSASSINATOR DROID

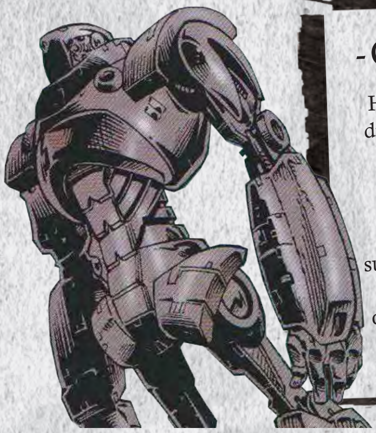
MOVE	6”
AGILITY	+0
SHOOT	+2
MELEE	+2
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	3

TYPE:

INFANTRY ROBOT MINION

EQUIPMENT:

CLUB, LASER PISTOL, SPIT GUN



-CASE FILE-

Highly illegal, assassinator droids are used by mobsters in high-end heists or raids against the Justice Department, when even a team of blitzers will not suffice. Extremely expensive, only the most successful outfits will be able to afford more than one.

SPECIAL RULES

Flight Pack: The Assassinator may deploy its flight pack by performing a Special action. After this, its Move increases to 10” and it is treated as a Flyer. It may not perform any Melee actions while a Flyer, but may return to the ground and fold away its flight pack by performing another Special action.

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70 CREDITS

BLITZER

MOVE	4”
AGILITY	+0
SHOOT	+2
MELEE	+2
MELEE DICE	4D
WILL	+3
ARMOUR	+0
HITS	2

TYPE:

INFANTRY MINION

-CASE FILE-

Conditioned to fulfil missions and wired with a bomb inside their heads set to detonate if captured, Blitzers are tough combat machines used by mobsters on their most important jobs. Excelling at destruction, there is little a Blitzer cannot accomplish in their field of work.

OPTIONS

- May be purchased up to 100 Credits of weapons, armour and equipment

SPECIAL RULES

Brain Bomb: If a Blitzer is ever forced to surrender or is arrested, its brain bomb will automatically detonate, killing the Blitzer immediately. He is removed from the force permanently.

70 CREDITS

GANGSTER

MOVE	5"
AGILITY	+1
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+1
ARMOUR	+0
HITS	2

TYPE:

INFANTRY HERO

-CASE FILE-

These are the bosses and lieutenants of organised crime, the brains and true muscle of the outfit. Comprising some of the nastiest, most vile, and despicable perps in Mega-City One, gangsters care little for anything but their own safety and growing personal wealth.

OPTIONS

- May be purchased up to 200 Credits of weapons, armour and equipment

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NERO NARCOS

195 CREDITS

MOVE	6"
AGILITY	+2
SHOOT	+2
MELEE	+2
MELEE DICE	3D
WILL	+3
ARMOUR	+6
HITS	5

TYPE:

LEVEL 3 INFANTRY HERO

TALENTS:

ACCURATE, AGILE, CLOSE COMBAT SHOOTER, CRACKSHOT, FIXER

-CASE FILE-

Nero is the leader of the criminal syndicate, the Frendz mob, the most powerful mobster outfit in Mega-City One. Once badly injured during a gangland assassination attempt, Nero had his brain transplanted into an armoured robot body, through which he now rules his business interests with a (literal) steel fist.

OPTIONS

- May be purchased up to 200 Credits of weapons, armour and equipment

SPECIAL RULES

There is Only Nero: You may only ever have one Nero Narcos in your force.

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20 CREDITS

PUNK

MOVE	5"
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:

INFANTRY MINION

-CASE FILE-

The foot soldiers of the outfit, punks are recruited from the streets, with gangsters often bringing entire gangs into their fold. Considered expendable by their bosses, each punk dreams of joining the ranks of gangsters and becoming what they called in the old days a 'made man.'

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment

FATTIE STAMPEDE

As sad as it is, few people in Mega-City One are friends with Fatties, seeing them as gluttons, disgusting or just plain weirdos. A Fattie's best friend is normally another Fattie (even when competing against one another in eating contests) and so they tend to group together.

Though Fatties are not exactly built for crime, they have criminal tendencies like any other citizen and, rarely, will form gangs from among those they trust – other Fatties. More common is that when a food shortage is present in Mega-City One, and rations are instituted, Fatties will come together to ensure the amounts of food they see themselves as entitled to. Driven to the point of madness in their all-consuming hunger, a Fattie stampede can be a terrible thing to behold, as several tons of blubbery flesh propelled on belli-wheels comes lumbering through a block, desperate to lay their hands on any available food.

YOU FILL IT, WE WHEEL IT.

FATTIE STAMPEDE MERCENARY LIST

The following may be used as Mercenaries by a Fattie Stampede force.

Bat Burglar (page 152)
Fattie (page 61)

Gorilla Gangster (page 154)
Lone Vigilante (page 74)

Robodoc (page 157)
Vid Reporter (page 161)

60 CREDITS

FATTIE

MOVE	3"
AGILITY	-2
SHOOT	-1
MELEE	+4
MELEE DICE	1D
WILL	+0
ARMOUR	+0
HITS	6

TYPE:
INFANTRY MINION

-CASE FILE-

Eating has become not just a past time, but a sport in Mega-City One, with food contests spreading throughout every sector. Fatties, despite their one ton appearance, are actually highly trained individuals, dedicated to consuming as much as they can, and growing as large as they can.

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. A Hero may have an additional 75 Credits of weapons, armour and equipment

SPECIAL RULES

Belliwheel: Once a Fattie gets going, there is little that can stop him. If a Fattie takes two consecutive Move or Melee actions in the same turn, the second Move or Melee action *must* be made in a completely straight line, but he will move an *additional* D10+2". In addition, the Fattie's close combat attacks will ignore all Armour except against vehicles and have a Damage score equal to the Fattie's remaining Hits. Fatties may only move in clear terrain.

Fat!: A Fattie may be purchased armour but double all costs. A Fattie may never use a Jetpack, Bat Glider, Power Board, Sucker Gun or Chameleon Suit. They are just too big! A Fattie can ride in a vehicle and will count as a single Crew or Passenger *if* the vehicle model has been suitably modified/ converted. Otherwise a Fattie may not ride in a vehicle unless there is a suitable place on the model for them to sit (such as the flatbed of a Sloth Cargo Hauler – and no, they may not sit on the roof!). Fatties cannot use ladders at all, and may only use elevators and grav chutes that are physically large enough for the model. Finally, Fatties are immune to knockdowns.

Bacon Butty!: If a Fattie has at least 3 Hits remaining and performs two Special actions in a turn it will stuff its face with as much food as it can, the Fattie will then regain 1 Hit. This may not be used to increase its Hits beyond its starting score.

20 CREDITS

FATS FAN

MOVE	5"
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION

-CASE FILE-

Competitive eating has been a big attraction in Mega-City One, whether it is legal or not. Fans rally around their favourite fattie, buying merchandise and screaming their best fattie chants.

OPTIONS

- May be purchased up to 25 Credits of weapons, armour and equipment

SPECIAL RULES

Go, Piggy, Go!: If one or more Fats Fans are within 2" of a Fattie they may try to help him cross difficult terrain. If a Fattie wants to perform a Move or Melee action over difficult terrain, roll one die and add +2 for every Fats Fan within 2". If the total is higher than 10, the Fattie may continue moving over the terrain (halving movement as normal). If the total is less, the Fattie spends the action not moving as his fans try fruitlessly to move the massive bulk.

CURSED EARTH DESPERADOES

Not everyone lives inside the safe walls of Mega-City One. The Cursed Earth is a vast irradiated desert stretching across North America, the ravaged land left by the Atomic Wars. Throughout the Cursed Earth there are small settlements clinging to their meagre existence, hamlets and small townships – and no Law. Desperadoes are the criminal gangs of the Cursed Earth, comprising the very worst elements of the townships and the mutants that roam the wilderness.

A force of Cursed Earth Desperadoes will lack sophistication in tactics and weaponry but have a great deal of variety in the characters that make up the gang.

CURSED EARTH DESPERADO MERCENARY LIST

The following may be used as Mercenaries by a Cursed Earth Desperado force.

Cursed Earth Desperado (page 63)
Klegg (page 84)
Klegghound (page 84)
Mutant (page 64)
Pyrokinetic (page 157)
Robodog (page 95)
Werewolf (page 160)

35 CREDITS

DESPERADO

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+0
HITS	1

TYPE:

INFANTRY MINION

-CASE FILE-

Those trapped in the depths of the Cursed Earth lead a hellish existence, forced to fight every day for their own survival. Many band together in small townships or nomadic gangs, roving the wasteland in search of vital resources that will allow them to survive another day. Be it food, water or technology, they rarely have any qualms about killing those who stand in their way.

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. One Hero may use Psi Talents and have a Psi score of 4 for +25 credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

A GROUP OF DESPERADOES FIERCELY DEFEND THEIR CURSED EARTH STASH.

20 CREDITS

MUTANT

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:

ILLEGAL INFANTRY MINION

-CASE FILE-

Deep within the Cursed Earth, mutants form gangs with desperadoes, ruthlessly preying upon each other and any norm who has the misfortune to cross their path. Some of these gangs band together to form small towns, though such places are normally rife with crime and extremely dangerous to outsiders.

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. Any Hero may use Psi Talents and have a Psi score of 4 for +25 credits. A Hero may have an additional 50 Credits of weapons, armour and equipment
- May have up to two mutations chosen from the table below. No characteristic can be changed more than once.

SPECIAL RULES

Mutations: Most mutants are painfully disfigured but their mutations have no effect on the game, being purely cosmetic. However, you can choose to have a more powerful mutation that does affect the model. You can do this by purchasing a mutation as an option below, but the mutation should in some way be apparent on the model.

For example, if you choose to have increased Hits, then the model should be somewhat larger than normal, while an Armoured model should have scales or horny plates across its body. Your own imagination is the limit when creating mutants!

Mutants taking the Armour mutation may wear additional armour – however, you must choose to use either the armour’s score or that of the mutation. You gain a +1 bonus to your Armour score if you combine additional armour with the mutation.

Characteristic Affected	+5 Points	+10 Points	+20 Points
Move	+1”	+2”	+3”
Agility	+1	—	+2
Shoot	+1	—	+2
Melee	+1	—	+2
Melee Dice	—	+1D	+2D
Will	+1	—	+2
Armour	+1	+2	+3
Hits	—	+1	+2

EAST MEG INVASION FORCE

After years of meticulous planning, Supreme Judge Bulgarin of East Meg One launched the Apocalypse War against Mega-City One. Through the use of nukes, the Apocalypse Shield and a full scale invasion under War Marshal Kazan, Mega-City One was subjugated quickly, with half of its 800 million citizens killed. Through the heroic actions of a handful of Judges, Mega-City One was able to finally win the war, destroying East Meg One in the process. However, there are many in East Meg Two who plan revenge against the west…

An East Meg Invasion Force is designed to eradicate all resistance in Mega-City One. With well-equipped and well-trained Judges, not to mention the dreaded Sentenoids, it is very much an 'elite' force.

Invaders: These East Meg Judges are a long way from home. Despite being Judges, they are fighting as invaders, with orders to crush all resistance. They are not required to make Arrest checks before opening fire on an enemy model.

Of course if you are setting your games in East Meg itself, they should indeed be trying to arrest criminals, and so should follow the Arrest rules.

EAST MEG INVASION FORCE MERCENARY LIST

The following may be used as Mercenaries (call them reinforcements…) by an East Meg Invasion Force.

Assassin (page 58)
Agent* (page 66)

Combat Droid (page 94)
East Meg Judge (page 66)

Senior East Meg Judge (page 158)
Sentenoid (page 67)

* An Agent working as a Mercenary for an East Meg Invasion force may take a Satellat for +50 Credits.

95 CREDITS

AGENT

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+0
MELEE DICE	2D
WILL	+2
ARMOUR	+0
HITS	2

TYPE:

ILLEGAL INFANTRY HERO

EQUIPMENT:

KNIFE, HANDGUN

-CASE FILE-

Agents are highly motivated individuals, exceptionally well-trained, who will stop at nothing to complete their assigned missions. Be it assassination, sabotage or espionage, there is no one better than a good agent.

OPTIONS

- Add an Energy Shield for +100 Credits.
- Add a Satellat for +50 Credits or a Heavy Satellat for +100 Credits.

SPECIAL RULES

Super Secret Agent Man: The Agent has the Infiltrator Talent for free. He does not require the Stealthy Talent in order to use it.

EAST MEG OFFICER

100 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	+0
MELEE DICE	2D
WILL	+2
ARMOUR	+5
HITS	2

TYPE:

ILLEGAL INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, LASER PISTOL, STANDARD ISSUE ARMOUR

-CASE FILE-

A high-ranking member of the East Meg Diktatorat, this officer may be more used to the comforts of home but a combination of respect, fear and love of the Motherland ensure he keeps command of the Judges beneath him.

OPTIONS

- Add an Energy Shield for +100 Credits.
- Add a Satellat for +50 Credits or a Heavy Satellat for +100 Credits.

SPECIAL RULES

Never Retreat!: If a friendly model within 12” of the East Meg Officer fails a Will to Fight check, it may re-roll the result. If it fails this too, the East Meg Officer will execute the retreating model immediately. Roll on the Injury Table for this model, but add +6 to the result.

EAST MEG JUDGE

95 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	1

TYPE:

ILLEGAL INFANTRY MINION

EQUIPMENT:

BOOT KNIFE, DAYSTICK, KRASHNIKOV 99 SIDEARM, STANDARD ISSUE ARMOUR

-CASE FILE-

The foot soldiers of the invasion, East Meg Judges are as much soldier as Law enforcers, and are well equipped to take on their Mega-City One counterparts. Thoroughly indoctrinated, East Meg Judges are taught from their earliest training that they are superior to any other Judge in the world.

OPTIONS

- Swap Krashnikov 99 sidearm with a flamethrower for +0 Credits or with a Krashnikov 97 carbine for +10 Credits
- Upgrade to level 1 hero for +50 Credits. Any hero may use Psi Talents and have a Psi score of 4 for +25 Credits.
- Upon reaching 5th Level, may be given a Satellat for +50 Credits, or a Heavy Satellat for +100 Credits.

275 CREDITS

SENTENOID

MOVE	5”
AGILITY	-1
SHOOT	+1
MELEE	+2
MELEE DICE	4D
WILL	+1
ARMOUR	+6
HITS	5

TYPE:
INFANTRY ROBOT MINION

EQUIPMENT:
FLAMETHROWER, 2 STREET CANNON

-CASE FILE-

Many of these robots were deployed ahead of the main East Meg forces in search-and-destroy missions. Armed with dual street cannon and mechanical arms that can render enemy Judges or barricaded defences apart with equal ease, they were a feared sight during the Apocalypse War.

SPECIAL RULES

Crushing Arms: In every way, the arms of a Sentenoid are treated as a chainsaw.

Eradicate all Resistance!: The twin street cannon mounted in the Sentenoid’s body are always fired together. It rolls 5 Shooting Dice rather than 4, but the Sentenoid’s long range sensors are rather poor, and so the street cannon have a maximum range of 12”.

Telescopic Arms: The Sentenoid can make close combat attacks against a target up to 6” away with a Melee action but cannot benefit from charging if it does so. At the end of this close combat, the two models are not required to take Melee actions again, and the Sentenoid is not moved closer to a pushed back enemy. The target may leave close combat in its turn without any penalties for fleeing.

THE FEARSOME SENTENOID PULLS ITSELF OVER DEFENCES TO ELIMINATE ALL RESISTANCE!

APOCALYPSE WAR RESISTANCE UNIT

The East Meg invasion during the Apocalypse War had Mega-City One against the ropes, and fighting on the streets was desperate. Normal rules and Laws broke down as the Judges tried to scrape together any measure of resistance against the invaders, forming small ad hoc units that operated autonomously by necessity. Comprising Judges, and those few citizens and Citi-Def who had not succumbed to Block Mania, these units fought many heroic actions – always outnumbered, and forever lacking proper equipment, resources and ammunition.

An Apocalypse War Resistance Unit is a mixed force featuring elite Judges and lowly punks working together to beat the Sovs! It is suitable for players who like a challenge on the tabletop, and perhaps want their Judges looking battered and dirty, rather than in pristine uniforms!

Click. "Oh, Grud!": The resistance unit is always short on ammunition and supplies can never be counted upon. Whenever a model rolls a 1 on a Shooting Dice, complete its current Shoot action. However, it then runs out of ammunition for that weapon, and may not use it again for the rest of the battle. The Accurate trait may not be used to re-roll this!

Scavengers: Any model may be purchased a Krashnikov 99 sidearm for +50 Credits, a Krashnikov 97 carbine for +70 Credits, or a Flamethrower for +25 Credits.

East Meg Propaganda: Millions of hypno-pamphlets were dropped onto Mega-City One by the invasion force, encouraging citizens to welcome the Sov Judges with open arms. Every model in this force that is not a Judge or Mercenary must roll one die before the game starts. On a 1 or a 2, they have been influenced by a hypno-pamphlet and suffer a –2 penalty to all Will checks.

Freedom!: The Judges in the resistance unit are fighting for their city and have become a quasi-military force. They do not need to follow the Arrest rules but may do so if they wish.

APOCALYPSE WAR RESISTANCE UNIT MERCENARY LIST

The following may be used as Mercenaries (call them reinforcements…) by an Apocalypse War Resistance Unit.

Academy of Law Tutor (page 152)
Bat Burglar (page 152)
Cadet Judge (page 152)
Citi-Def Soldier (page 69)
Combat Droid (page 94)
Fattie (page 61)
Futsie (page 154)
Juve (page 54)
Lone Vigilante (page 74)
Med-Judge (page 157)
Punk (page 69)
Pyrokinetic (page 157)
Senior Judge (page 158)
Sky Surfer (page 72)
Street Judge (page 69)

STREET JUDGE

140 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

Even a Street Judge that has just earned their full badge is a valuable leader within the resistance. During the Apocalypse War, the Judges became more like soldiers than Law enforcers as Mega-City One crumbled around them.

OPTIONS

- A Street Judge may choose one of these options; Swap his Lawgiver with a Scattergun for +0 Credits, a Lawrod for +10 Credits, a Stub gun for +50 Credits, or take a Lawmaster for +150 Credits.

CITI-DEF SOLDIER

70 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+0
ARMOUR	+5
HITS	1

TYPE:

INFANTRY MINION

EQUIPMENT:

SHELL JACKET, SPIT GUN

-CASE FILE-

Citi-Def soldiers sign up for one of three reasons; either they are bored from their long days of unemployment, have a deep patriotic sense to defend Mega-City One, or have watched far too many action-vids. They are all, however, crazy once a spit gun gets put in their hands.

OPTIONS

- Upgrade to a Level 1 Hero for +50 Credits.
- Swap spit gun with two spit pistols and gain the Dual Pistol Training Talent for +25 Credits.

SPECIAL RULES

Trigger Happy: Whenever a Citi-Def soldier performs a Shoot action, he must make a Will check. If this is failed, his next action must also be a Shoot action unless an enemy engages him in Close Combat before this action can be taken. If no enemy model is in sight, he will attack the closest target, be it friend, foe or an innocent bystander!

PUNK

15 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:

INFANTRY MINION

-CASE FILE-

Many who would otherwise be Lawbreakers rallied to the cause of the resistance during the war. As they saw it, the Sovs were coming to take their turf, and no one was going to get away with that! Several gangs who had not fallen to Block Mania ended up fighting alongside the Judges and Citi-Def against the invasion, and many gained public citations afterwards for their extreme heroism.

OPTIONS

- Upgrade to a Level 1 Hero for +50 Credits.
- May be purchased up to 50 Credits of weapon, armour and equipment.

SKY SURFER GANG

A juve lucky enough to be able to afford (or get his parents to buy) a power board gets a one way ticket to cool – and a life of extreme excitement and danger. Engaging in impromptu (and highly illegal) races and using the power board to aid crime, usually petty theft and scrawling in hard to reach places, these juves can keep an entire block terrified, literally striking from the sky.

A gang of sky surfers will be relatively small and inexperienced, but they will certainly be fast and exciting to play!

SKY SURFER GANG MERCENARY LIST

The following may be used as Mercenaries by a Sky Surfer Gang force.

Bat Burglar (page 152)
Juve (page 54)
Punk (page 54)
Sky Surfer (see page 72)

SKY SURFER JUVE

60 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	-1
MELEE	-1
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE: **FLYER MINION**

EQUIPMENT: **POWER BOARD**

-CASE FILE-

With a power board and maybe a coveted weapon, sky surfing juves tend to congregate in mobs, easy to overwhelm any target and quick enough to split up when the Law shows up.

OPTIONS

- May be purchased up to 25 Credits of weapons (pistols, close combat weapons and grenades only), armour and equipment

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SKY SURFER ICON

125 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+1
ARMOUR	+0
HITS	2

TYPE: **FLYER HERO**

EQUIPMENT: **POWER BOARD**

-CASE FILE-

Most Sky Surfers grow out of the craze at some point in their late teens or early twenties, joining the rest of the citizens of Mega-City One in a life of dull unemployment. However, there are some adults who never leave sky surfing behind, and they can become true icons to their younger fans who try to emulate them.

OPTIONS

- May be purchased up to 50 Credits of weapons (pistols, close combat weapons and grenades only), armour and equipment

LONE VIGILANTE

It takes a certain kind of nut to decide that they will do a better job of policing the streets of Mega-City One than the Judges. These vigilantes prowl the streets at night, looking for cheap punks terrorising the decent people of the city. Most turn very violent, becoming little better than the scum they pursue, but others genuinely believe they are on the side of Right, and it is not rare for them to adopt a superhero persona.

A lone vigilante force is easy to collect as it is just one model (though you can add Mercenaries and, eventually, Sidekicks), but is suggested for veteran players only as one mistake could wipe out your entire force!

"I'm Vatman…": The Lone Vigilante is a dedicated individual who will go to great lengths to acquire the equipment he needs to protect the streets of Mega-City One, either constructing it himself or borrowing it from the Justice Department. The Lone Vigilante may purchase a Riot Shield for 50 Credits.

Signature Style: Once the Lone Vigilante has purchased his initial equipment, he may never purchase anything else until he goes up a level. Once the Lone Vigilante adopts his persona, he can never change. However, cybernetics may be purchased to off-set injuries as normal.

Sidekick: Upon attaining Level 3, the Lone Vigilante can recruit a Sidekick. The Sidekick is another Lone Vigilante but must have less Credits spent on weapons, armour and equipment than the original Lone Vigilante. Once the Sidekick reaches Level 3, he may recruit a Sidekick for himself, and so on, eventually creating an entire team of vigilantes/superheroes!

LONE VIGILANTE MERCENARY LIST

The following may be used as Mercenaries by a Lone Vigilante force.

Chimp (page 56)
Citi-Def Soldier (page 52)
Fattie (page 61)
Futsie (page 154)
Juve (page 54)
Lone Vigilante (page 74)
Mutant (page 64)
Punk (page 54)
Pyrokinetic (page 157)
Robodog (page 95)
Sky Surfer (page 72)
Street Judge (page 45)
Vid Reporter (page 161)
Wally Squad Judge (page 160)
Werewolf (page 160)

LONE VIGILANTE

125 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+2
ARMOUR	+0
HITS	2

TYPE:

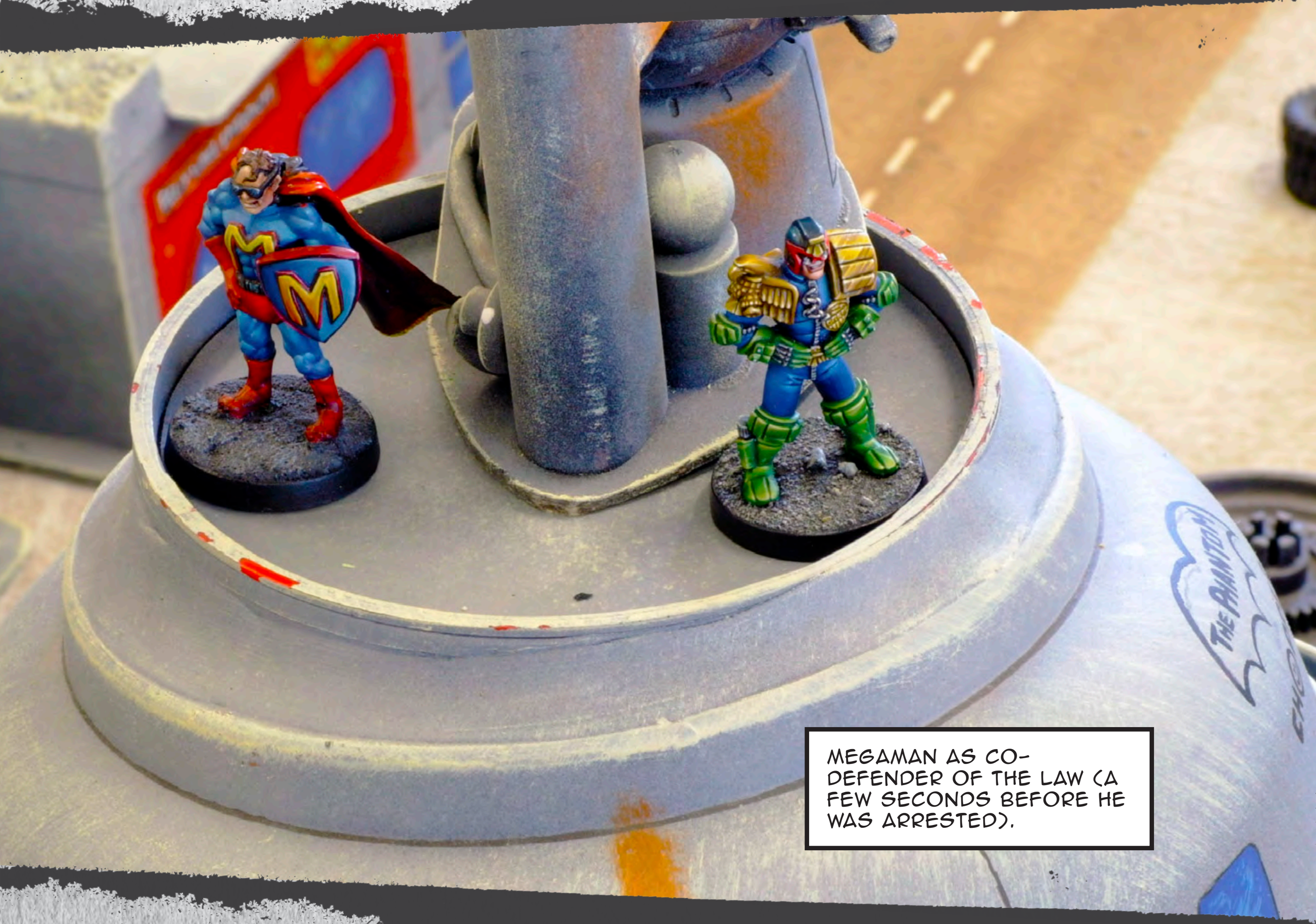
INFANTRY HERO

-CASE FILE-

Whether a shining knight in spandex or a dark avenger in the shadows, the vigilante is dedicated to eradicating crime by any means necessary – the Law be damned.

OPTIONS

- May be purchased any amount of weapons (pistols, close combat weapons and grenades only), armour and equipment.
- May take Psi Talents and have a Psi score of 4 for +25 credits.
- May be upgraded to a Level 2 hero for +50 points or a Level 3 hero for +100.



MEGAMAN AS CO-DEFENDER OF THE LAW (A FEW SECONDS BEFORE HE WAS ARRESTED).

THE ANGEL GANG

Based in the Texas City Badlands, the Angel Gang are the terror of muties and norms alike, raiding settlements for fun and profit. Their exploits are legendary and it has taken the skills of Judge Dredd himself (more than once) to put an end to their reign of terror. Whether in the wilderness of the Cursed Earth or in Mega-City One itself. The Angel Gang are downright the nastiest, orneriest and most sadistic family you are likely to find!

Using the Angel Gang gives you some of the most iconic (and nasty!) characters ever to grace the pages of the Judge Dredd comic strip. The downside is that you cannot customise them.

USING THE ANGEL GANG

If you select the Angel Gang, you do not get 500 Credits to buy models and equipment – instead you get the entire Angel gang, as detailed over the next few pages! However, there is no requirement for you to use the entire gang every game, and individual members often go off and do their own thing. When you play against another force, come to an agreement with your opponent, and either reduce the number of Angel Gang members to suit the total value of his force, or allow him to add Mercenaries to match yours, or agree to meet in the middle.

The Angel Gang may never be purchased new equipment or weapons (just keep on counting the Credits as they come in!) but can earn experience, gaining new levels and Talents, as normal.

THE ANGEL GANG MERCENARY LIST

The following may be used as Mercenaries by the Angel Gang.

Cursed Earth Desperado (page 63)
Juve (page 54)
Mutant (page 64)
Punk (page 54)

PA ANGEL

205 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+2
MELEE	+1
MELEE DICE	3D
WILL	+3
ARMOUR	+3
HITS	6

TYPE:

LEVEL 5 INFANTRY HERO

EQUIPMENT:

HANDGUN, KNIFE, LEATHERS

TALENTS:

BRAVE, CLOSE COMBAT SHOOTER, CRACKSHOT, DROKK THE LAW, FIXER, VOICE OF COMMAND

-CASE FILE-

Hailing from Texas City, Elmer (or ‘Pa’, to his boys) was the leader of the infamous Angel Gang, the biggest and baddest bunch of desperadoes ever to have walked the Cursed Earth. He married and brought up four sons to form his criminal family – Fink, Link, Mean and Junior – though his wife died while giving birth to the last Angel, Junior.

LINK ANGEL

195 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+2
MELEE	+2
MELEE DICE	3D
WILL	+1
ARMOUR	+3
HITS	4

TYPE:

LEVEL 3 INFANTRY HERO

EQUIPMENT:

HANDGUN, HAND BOMBS, KNIFE, LEATHERS, STUMP GUN

TALENTS:

ACCURATE, BELOW THE BELT, CRACKSHOT, DEADLY STRIKE, DIRTY FIGHTING

-CASE FILE-

Link is fiercely loyal to his family. Though often eclipsed by the abilities, reputations and exploits of his brothers, Link is a solid member of the Angel Gang and can always be relied upon to continue the solid traditions of cruelty and brutal efficiency his Pa raised him to respect. Such are his rages and appetite for destruction that his Pa is often forced to chain Link up to a pole outside their family home.

JUNIOR ANGEL

165 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+2
MELEE	+2
MELEE DICE	2D
WILL	+1
ARMOUR	+0
HITS	3

TYPE:

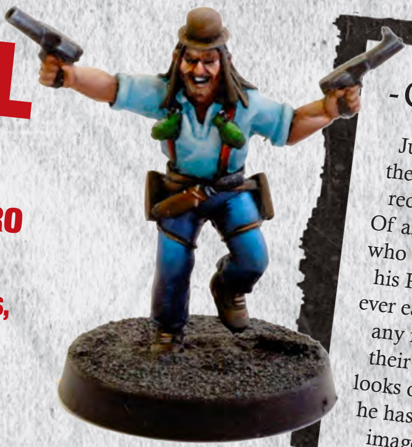
LEVEL 2 INFANTRY HERO

EQUIPMENT:

TWO HAND GUNS, HAND BOMBS, KNIFE

TALENTS:

DUAL SHOOTER, DUAL PISTOL MASTER, LUCK OF GRUD.



-CASE FILE-

Junior is the youngest of the Angel Gang and, some reckon, his Pa’s favourite. Of all the Angels, it is Junior who tries to follow closely to his Pa’s footsteps and he is ever eager to torture or maim any innocent who crosses their path. His Pa always looks on in fond glee, happy he has raised a near mirror image of his earlier self.

FINK ANGEL

285 CREDITS

MOVE	5”
AGILITY	+2
SHOOT	+1
MELEE	+3
MELEE DICE	3D
WILL	+2
ARMOUR	+0
HITS	9

TYPE:
LEVEL 8 INFANTRY HERO

EQUIPMENT:
PIZZEN STICK, RATTY

TALENTS:
BELOW THE BELT, DEADLY STRIKE, DIRTY FIGHTING, INFILTRATOR, JUST PLAIN LETHAL, MARTIAL ARTIST, SILENT ACTION SILENT KILLER, STEALTHY.

-CASE FILE-

Fink is the eldest son of Pa Angel and probably the most intelligent by far. He wandered the Cursed Earth where he learnt his incredible skill with poisons, which allowed him to prey on any unfortunate he met in his travels. Despite his natural resilience, he soon succumbed to the constant background radiation of the wasteland and slowly transformed into a terrifying mutant – a downright Fink!

SPECIAL RULES

Ratty: Ratty is a mean and very intelligent rat. He adds a bonus +1D to Fink’s Melee Dice (already included above).

Pizzen Stick: This is both a close combat weapon and a ranged weapon, using the rules below.

Range	Shooting Dice	Damage	AP	Special Rules
12”	1D	D5	0	—

MEAN MACHINE ANGEL

325 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+2
MELEE DICE	2D
WILL	+3
ARMOUR	+6
HITS	8

TYPE:
LEVEL 6 INFANTRY HERO

EQUIPMENT:
CYBERNETIC CLAW, HANDGUN, KNIFE

TALENTS:
BELOW THE BELT, BRAVE, CARELESS CHARGE, DEADLY STRIKE, DIRTY FIGHTING, JUST PLAIN LETHAL.

-CASE FILE-

As a boy, Mean was not bad at all, and he developed a love of flowers, birds and all the cute creatures found in the Badlands. Even when Link killed his pet rabbit, Mean could not find it in himself to hate anyone or anything, something which caused his Pa no end of consternation! In the end, Pa took his gang into Texas City to kidnap a doctor who performed radical surgery upon Mean in order to make him the baddest, orneriest Angel of the whole family. His work was an unqualified success. Given an armoured body, a cybernetic claw and a ‘mood’ dial, Mean was to forever more be kept in a constant state of anger and aggression.

SPECIAL RULES

Cybernetic Claw: This is a close combat weapon with Damage 2 and AP –1.

Mood Dial: Mean Machine has a mood dial fitted to his cranium, allowing the rest of the Angel Gang to dial him up to various degrees of strength and aggression. Mean starts the game on ‘1’ and this may be changed to any other setting except ‘4 ½’ (either by Mean himself or another Angel in base contact) with a Special action. The table below demonstrates the changes he goes through as his mood dial is turned up.

Dial	Move	Shoot	Melee	Melee Dice	Claw Damage	Hits	Permissible Actions
1	+0”	+0	+0	+0D	+0	+0	Any
2	+0”	-1	+1	+1D	+1	+1	Any
3	+1”	-2	+2	+2D	+2	+2	Melee, Move
4	+2”	--	+3	+3D	+4	+3	Melee, Move
4 ½	+2”	-	+3	+5D	+5	+5	Melee, Move

If Mean suffers a Hit while on ‘4’ or a Critical Hit any other time, roll a die. On a 6 or more, he gets locked onto ‘4 ½’ and will stay there for the rest of the game.

When Mean is on ‘4 ½’ he is in an unstoppable rage, almost oblivious to his surroundings. On the start of each turn, roll a die. On 1-3, the Angel Gang player’s opponent will choose Mean’s actions and move him, as he goes completely out of control! When Mean is on ‘4 ½’ he will also automatically pass any Will to Fight checks.

THE DARK JUDGES

Hailing from another dimension where life itself was judged to be a crime, the Dark Judges are possibly the worst threat that has ever befallen Mega-City One. They cannot be killed and have made the decision to bring their own brand of justice to the city. Despite being beaten back several times, they still represent utter peril for the city and each appearance is marked with massive death tolls that only seem to grow larger each time.

USING THE DARK JUDGES

If you select the Dark Judges, you do not get 500 Credits to buy models and equipment – instead you get all four Dark Judges, as detailed below! However, there is no requirement for you to use all four every game, and individuals often go off and do their own thing. When you play against another force, come to an agreement with your opponent, and either reduce the number of Dark Judges to suit the total value of his force, or allow him to add Mercenaries to match yours, or agree to meet in the middle.

The Dark Judges may never be purchased new equipment or weapons (just keep on counting the Credits as they come in!) and nor can they earn experience, gaining new levels and Talents, you are playing them to bring doom to Mega-City One (death truly is its own reward)!

Possession: The Dark Judges can never be truly killed. When reduced to 0 Hits, replace their models with their spirit form. The spirit form may only perform Move or Special actions and is a Flyer with a Move score of 6" and Hits 2. All other characteristics remain the same as for the Dark Judge the spirit form came from.

The spirit form is immune to all forms of attack except Psi Talents. If the spirit form is reduced to 0 Hits, the Dark Judge will dissipate to rebuild its strength (and will be back another day!). Remove it as a casualty but do not make any injury roll.

A spirit form may try to possess any model, except a robot, within 1" with a Special action. Both models make opposed Will checks and, if the spirit form wins, the enemy is automatically killed and replaced with a model of the Dark Judge. The Dark Judge is restored to full Hits and, from the next turn onwards, may take actions normally.

We Have Arrived: If their player so wishes, the Dark Judges need not be placed on the table at the start of the fight. Instead, they may be placed anywhere on the table within 4" of one another and at least 12" from any enemy model at the start of the first turn.

We Will Return: The Dark Judges will endure a great deal of punishment but even they know when to retreat and marshal their strength. They take Will to Fight checks as normal, and their spirit forms do not count when totalling up how many models they have remaining on the table.

We Got One!: If a Dark Judge's Spirit form is destroyed, the model that delivered the final blow will gain enough XP to go up a level and place it just one XP short of going up a second level.

JUDGE DEATH

900 CREDITS

PSI 40

MOVE	4”
AGILITY	+1
SHOOT	+2
MELEE	+6
MELEE DICE	4D
WILL	+6
ARMOUR	+5
HITS	25

TYPE:

LEVEL ∞ ILLEGAL HERO

TALENTS:

COMBAT AWARENESS, CONCENTRATED MIND, DANGER SENSE, DEMORALISE, LUCK OF GRUD, MARTIAL ARTIST, MIND SHIELD

-CASE FILE-

Once a Judge on ‘Deadworld,’ another dimension whose inhabitants he sentenced to death, Judge Death arrived in Mega-City One determined to bring his justice with him. His greatest success was Necropolis, an event that saw the death of 60 million people in Mega-City One as he held reign over the entire city.

SPECIAL RULES

The Crime is Life: Judge Death’s close combat attacks ignore all armour (his hand passes right through it!) and are not Weak (quite the opposite!).

The Sentence is Death: Each successful close combat attack will remove a number of Hits equal to the roll of a die.

JUDGE FIRE

800 CREDITS

PSI 40

MOVE	4”
AGILITY	+1
SHOOT	+3
MELEE	+4
MELEE DICE	4D
WILL	+5
ARMOUR	+5
HITS	20

TYPE:

LEVEL ∞ ILLEGAL HERO

TALENTS:

ACCURATE, COMBAT AWARENESS, CONCENTRATED MIND, DANGER SENSE, MARTIAL ARTIST, MIND SHIELD, PYROKINETIC BURST

-CASE FILE-

Judge Fire is wreathed in flame from head to foot, from which leers a crisp, blackened skull. He wields a fiery trident and revels in burning his victims to death.

SPECIAL RULES

Body of Fire: Any model involved in close combat with Judge Fire will automatically catch on fire, with the same effects as a flamethrower. Judge Fire is himself immune to all effects of all forms of fire.

Flame Strike: Judge Fire’s trident is a close combat weapon that has a Damage Score of 3, AP –3 and the Parry special rule. It may also launch a shooting attack with a Range of 18”, Damage 3, AP –3 Shooting Dice 1, and the Blast and Explosive 1 special rules.

JUDGE FEAR

800 CREDITS

PSI 40

MOVE	4”
AGILITY	+1
SHOOT	+2
MELEE	+4
MELEE DICE	4D
WILL	+6
ARMOUR	+5
HITS	20

TYPE:

LEVEL ∞ ILLEGAL HERO

TALENTS:

COMBAT AWARENESS, CONCENTRATED MIND, DANGER SENSE, DEMORALISE, INSANITY, MARTIAL ARTIST, MIND SHIELD

-CASE FILE-

When passing judgement on victims, Judge Fear opens his visor to reveal a sight of unspeakable terror that scares the living to death as they are forced to confront fear beyond their capacity to comprehend.

SPECIAL RULES

Gaze Into the Face of Fear: When he opens his visor, Judge Fear reveals a face of unspeakable terror that causes the hearts of those who view it to stop instantly. To do this, Judge Fear makes a normal close combat attack but rolls only one Melee Die. However, this die will automatically roll a 10. If he succeeds in causing damage, the two models must make opposed Will checks. If Judge Fear wins, his opponent is automatically reduced to 0 Hits.

Mantrap: Judge fear is fond of immobilising his enemies with thrown mantraps. Each mantrap is treated as a shooting weapon, as detailed below.

	Range	Shooting Dice	Damage	AP	Special Rules
Mantrap	10”	1D	1	-4	-

If a mantrap inflicts any Hits on an Infantry model, it will also automatically immobilise it. The target may not take any Move actions and may not move at all during Melee actions. As a Special action, it may make an Agility check in order to attempt free itself from the mantrap. A model may only be affected by one mantrap at a time.

JUDGE MORTIS

800 CREDITS

PSI 40

MOVE	4”
AGILITY	+1
SHOOT	+2
MELEE	+5
MELEE DICE	3D
WILL	+5
ARMOUR	+5
HITS	20

TYPE:

LEVEL ∞ ILLEGAL HERO

TALENTS:

COMBAT AWARENESS, CONCENTRATED MIND, DANGER SENSE, MARTIAL ARTIST, MIND SHIELD

-CASE FILE-

Often the Dark Judge tasked to prepare the physical bodies of the others, Judge Mortis has the bare skull of a sheep and causes everything he touches to instantly decay. He is the personification of entropy.

SPECIAL RULES

Decaying Touch: Entropy follows in the wake of Judge Mortis. At the start of every turn, every model within 4” of Judge Mortis will automatically lose one Hit. Each successful close combat attack by Judge Mortis will remove a number of Hits equal to the roll of a die.

DEATH
MORTIS
FEAR
H.FLINT

CHIEF JUDGE CAL'S PERSONAL RETINUE

Once he came to power, Chief Judge Cal instigated a reign of terror over Mega-City One. Resistance was cruelly put down with the brain-washed Judges of the Justice Department and, later, with the alien Kleggs who were promised a feast of the city's own citizens! When he appeared in public, Cal had a sizeable armed force behind him.

Chief Judge Cal's Personal Retinue is a force that will never lack for enemies and while it may appear very similar to a Justice Department force, you will find it is far nastier!

Justice Department: Judge Cal's wave of draconic laws means more arrests, not less! All Judges in Cal's Personal Retinue must use the Arrest rules.

CHIEF JUDGE CAL'S PERSONAL RETINUE MERCENARY LIST

The following may be used as Mercenaries by Chief Judge Cal's Personal Retinue.

Cadet Judge (page 152)
Cal's SJS Judge (page 83)
Holocaust Judge (page 155)

Klegg (page 84)
Kleggound (page 84)
Med-Judge (page 157)

Riot Judge (page 45)
Senior Judge (page 158)
Street Judge (page 83)

CHIEF JUDGE CAL

150 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+3
ARMOUR	+5
HITS	3

TYPE:
LEVEL 1 INFANTRY HERO

EQUIPMENT:
BOOT KNIFE, LAWGIVER, STANDARD ISSUE ARMOUR

TALENTS:
BRAVE, LUCK OF GRUD

-CASE FILE-

A mad Chief Judge who made his goldfish deputy, Cal brought Mega-City One to its knees, through his own powerful force of will and pure cunning. It took a dedicated force of Judge-tutors, led by Judge Dredd, to end his reign.

OPTIONS

- Equip an Energy Shield for +100 Credits

SPECIAL RULES

Obey Cal!: Chief Judge Cal has brain-washed the Judges of Mega-City One by reprogramming their Sleep Machines, and most have fallen in line behind him. When given a direct order by Cal, their instinct is to obey immediately!

Cal (and only Cal) may use the Arrest rules on Judges from Mega-City One, even though they are Heroes. If they fail his Arrest check, they are removed as casualties, having been ordered to beat up a few citizens, change the Deputy Chief Judge’s water, or replace their uniforms with that of a schoolgirl. Note that Judge Dredd is immune to this, as Cal had sent him to the penal world of Titan during the brainwashing exercise.

There is only one Cal: You may only ever have one Chief Judge Cal in your force.

STREET JUDGE

150 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:
INFANTRY HERO

EQUIPMENT:
BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

Bound to Cal by his use of brainwashing Sleep Machines, the honourable Judge has become the stormtrooper for a fascist city!

OPTIONS

- If the Street Judge is given the Dual Shooter Talent, he may purchase a second Lawgiver for +25 Credits.
- A Street Judge may choose one of these options; Swap his Lawgiver with a Scattergun for +0 Credits, or a Lawrod for +10 Credits. If the Street Judge chooses either of these options, he may not ride a Lawmaster.

CAL’S SJS JUDGE

150 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+0
MELEE DICE	2D
WILL	+2
ARMOUR	+5
HITS	2

TYPE:
INFANTRY HERO

EQUIPMENT:
BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

As former head of the SJS, Cal has ensured there are no Judges more loyal to him. These are hand-picked Judges, chosen for their loyalty rather than their capabilities.

SPECIAL RULES

You heard him, Obey Cal!: For every Cal’s SJS Judge within 2”, Cal gains a +1 bonus to his Arrest checks against other Judges.

190 CREDITS

KLEGG

MOVE	6”
AGILITY	-1
SHOOT	+1
MELEE	+2
MELEE DICE	3D
WILL	+1
ARMOUR	+5
HITS	4

TYPE:
ILLEGAL INFANTRY MINION

EQUIPMENT:
HEAVY SPIT GUN, SHELL JACKET

-CASE FILE-

From a race of alien mercenaries, the Klegg looks like a giant walking crocodile. Truly cruel, the Klegg is a powerful ally if well paid – in fresh meat… Fortunately, Cal has an entire city for them to feast upon.

OPTIONS

- Any Klegg may be given a cleaver for +30 credits.
- One Klegg may be upgraded to a Level 1 Hero for +50 Credits. This Hero may have an additional 100 Credits of weapons, armour and equipment.

SPECIAL RULES

Klegg Bite: Kleggs have a vicious bite they can use in close combat.

	Damage	AP	Special Rules
Klegg Bite	2	-2	—

KLEGG HOUND

100 CREDITS

MOVE	8”
AGILITY	+0
SHOOT	—
MELEE	+2
MELEE DICE	4D
WILL	+2
ARMOUR	+3
HITS	3

TYPE:
ILLEGAL INFANTRY MINION

-CASE FILE-

Wherever Kleggs group together, you can be sure their vicious Kleggh ounds will never be far away. Gifted with an incredible sense of taste that allows them to tracks targets for miles through the city, Klegghounds are adept at bringing down any prey.

SPECIAL RULES

Klegg Master: You may only field a maximum number of Klegghounds as you have Kleggs in your force. A Klegghound may never move more than 12” away from a Klegg and if one finds itself further away, it may only make Move actions until it is within 12” again.

Sense of Taste: Few can hide from a hunting Klegghound. The Klegghound will negate all Sneaky Does It Talents on the opposing force with the exception of The Shadow.

	Damage	AP	Special Rules
Klegghound Bite	2	-2	-

ZOMBIE HORDE

Whether they spring from the Undercity or the Cursed Earth, a plague of zombies can be a dreadful strain on the resources of the Justice Department, or any other force that happens to be close by. Pulled from their graves by a powerful psychic, the zombies shuffle forward, oblivious to incoming fire, until they utterly overwhelm their enemies.

A zombie horde will almost always outnumber its enemies. It will prove amazingly resilient to damage, but do not expect a great deal in the way of tactical sophistication.

DEATH LIVESSS
HA HA!
RICO
MAN MIC!
UMPTY ON SALE
UP WITH UMPTY

ZOMBIE HORDE MERCENARY LIST

The following may be used as Mercenaries by a zombie horde force.

Cursed Earth Desperado (page 63)
Mutant (page 64)
Pyrokinetic (page 157)

95 CREDITS

ZOMBIE MASTER/ MISTRESS

MOVE	5"
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+2
ARMOUR	+0
HITS	3

TYPE:
INFANTRY HERO

PSI 6

-CASE FILE-

A psychic of no little power, the Zombie Master or Mistress found themselves shunned by society, and retreated to the Undercity or, sometimes, the Cursed Earth. There, they discovered the true nature of their power, and unleashed psychic control of the dead, animating them into shuffling zombies. Now they will have their revenge on a city that has always spurned them.

OPTIONS

- May purchase any amount of weapons, armour and equipment.

SPECIAL RULES

There Can Only Be One: You may only ever have one Zombie Master/Mistress in your force

Psychic Conduit: The Zombie Master/Mistress is the centre of the entire horde, and it is their will that keeps the zombies going. If the Zombie Master/Mistress is removed as a casualty, roll a die for each Zombie every turn, before they take any actions. On a roll of 8 or more, the Zombie will fall to the ground and be removed as a casualty, the last vestiges of its unnatural life gone.

If, however, the Zombie Master/Mistress is not present at the start of the battle (perhaps nursing an injury in a campaign), the zombies can still be directed from afar. Each Zombie must have a die rolled for it before it takes any actions, but it will only collapse on the roll of a 10 – the Zombie Master/Mistress is directing their power at distance but control remains difficult.

Inner Strength: The Zombie Master/Mistress has endured the hardships of the wilderness, being forced to rely only on their psychic talent. They have the Power Within Talent for free (already including in the Psi score above), without needing to fulfil the prerequisites, or using any of their talent allowance.

Rise! Rise my Beauties!: The process of creating zombies is a long, drawn out one, but a powerful Zombie Master/Mistress can sometimes reanimate a Zombie that has been blasted to pieces. The Zombie Master/Mistress can automatically try to reanimate any Zombie that has been destroyed. The Zombie must have been destroyed within 12" of the Zombie Master/Mistress' current position, in this turn or the last (you might find it handy to lay a destroyed Zombie model on its side if you are hoping to do this). Roll a die and add the Zombie Master/ Mistress' Level. If the result is more than 10, the Zombie model is placed back on the table and will be ready to take actions in the next turn.

15 CREDITS

ZOMBIE

MOVE	3"
AGILITY	-2
SHOOT	—
MELEE	+1
MELEE DICE	1D
WILL	—
ARMOUR	—
HITS	—

TYPE:
ILLEGAL INFANTRY MINION

-CASE FILE-

Freshly risen from their graves by the Zombie Master/ Mistress, these zombies are enslaved to the will of another, knowing no fear or desire. They form an almost permanent source of manpower as it takes a great deal of damage to truly destroy a zombie.

OPTIONS

- May be armoured for +10 points.

SPECIAL RULES

Dead Flesh: It is hard to destroy a zombie. Whenever a zombie is hit by an attack (or is damaged from any other source), roll one die and add the Damage being dealt. Deduct -1 if the zombie is armoured (zombies do not use the usual armour rules) On a 10 or more, the zombie is removed as a casualty. Weapons that are able to use the Blast, Explosive or Smasher special rules double the Damage being added to this dice roll. Zombies will ignore all Gas weapons. If a Zombie is rammed by a vehicle, roll the vehicle's Ramming Dice as normal, but total their results. If this total is 10 or more, remove the Zombie as a casualty.

In addition, a zombie is fairly easy to patch up after a battle, gaining a +1 bonus to the Injured Minions roll.

Mindless: Zombies automatically pass all Will checks and cannot be Arrested. However, they can never become Heroes, no matter how many battles they survive. If a zombie is trying to Spot an enemy using the Stealthy Does It Talents, it will only succeed on a natural roll of 10.

SUPER ZOMBIE

30 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	—
MELEE	+1
MELEE DICE	2D
WILL	—
ARMOUR	—
HITS	—

TYPE:
ILLEGAL INFANTRY MINION

-CASE FILE-

For many Zombie Masters, simply reanimating corpses is not enough – the urge to experiment and improve is always present. By manipulating the dead energies that create a zombie, a talented practitioner can instil his creations with a rare vitality that greatly increases their speed and reactions.

OPTIONS

- May be armoured for +10 points.

SPECIAL RULES

Dead Flesh: It is hard to destroy a super zombie. Whenever a super zombie is hit by an attack (or is damaged by any other souce), roll one die and add the Damage being dealt. On a 10 or more, the super zombie is removed as a casualty. Weapons that are able to use the Blast, Explosive or Smasher special rules double the Damage being added to this dice roll. Super zombies will ignore all Gas weapons. If a super zombie is rammed by a vehicle, roll the vehicle’s Ramming Dice as normal, but total their results. If this total is 10 or more, remove the super zombie as a casualty.

Mindless: Super zombies automatically win all Will checks and cannot be Arrested. However, they can never become Heroes, no matter how many battles they survive. If a super zombie is trying to Spot an enemy using the Stealthy Does It Talents, it will succeed on a natural roll of a 9 or 10.

JUDGE ROMERO HAD SEEN BETTER DAYS...
DEATH LIVESSS
HA HA!

BIO
HAZARD
MACNEIL '07

DEMONIC CABAL

There are many things beyond science that it is perhaps better that Man does not know. However, you can never account for the boredom of the average citizen in Mega-City One, nor the horrors they will uncover during a lifetime of unemployment. Sometimes a warlock of no mean skill stumbles on ancient and terrible tomes that promise unbridled power. Recruiting like-minded citizens to the cause, the new cabal will set about summoning rituals designed to bring them ultimate power – but which may end up consuming the very core of their souls…

The Demonic Cabal is a suitable force for anyone who likes their games a little less predictable. Sometimes you will find everything works out for you and summonings go off without a hitch. During other fights, you may find your cabalists are their own worst enemy!

The Summoning: Demonic Cabals exist for summoning demons. However, this process is rarely straightforward.

Demonic Cabals must purchase one or more demonic pacts in order to perform a summoning. Each demonic pact may only be used successfully once in a game, though any number of summonings may be attempted.

The Grand Warlock must always lead a summoning, by performing two Special Actions in the same turn. He may be aided by any number of cabalists who must perform at least one Special Action before the Grand Warlock performs his in the same turn. They must also be within 2" of the Grand Warlock.

A demonic pact is chosen, and then a die is rolled, comparing the result to the table below. The Grand Warlock adds both his Will score and his Hero level to this roll. For each cabalist, roll one die. On a 5 or more, the cabalist adds +1 to this roll. On a 4 or less, they deduct –1 from it.

If a class II entity is being summoned, an additional -2 penalty is applied to the roll.

If a major entity is being summoned, an additional –5 penalty is applied to the die roll.

After a game all entities disappear. They can never become Heroes.

Roll	Result	Effect
1 or less	Hellfire!	The Grand Warlock becomes a conduit for the raw energies of other dimensions. Roll a die – the Grand Warlock takes that many Hits.
2	Hellfire Upon Thee!	The Grand Warlock becomes a conduit for the raw energies of other dimensions but manages to direct them to his cabalists. Roll a die – any cabalists within 2" of the Grand Warlock have that many Hits distributed between them.
3-4	We Did Not Mean You!	A completely different entity appears. Roll a die. On a 7 or less, it is a minor entity, on a 8 or more it is a major entity. Roll two dice – it is placed this many inches away from the Grand Warlock. At the start of every turn, both players roll a die. The highest will take control of the entity in their turn.
5-7	Umm…	Nothing happens. The summoning is not successful.
8-9	Possessed!	The summoning is successful – after a fashion. Pick one cabalist involved in the summoning. He is now possessed by the entity and replaces three of his characteristics with those of the entity. At the end of the game, he will automatically be counted as a casualty.
10-11	Possessed!	The summoning is successful – maybe. The nearest enemy Infantry model that is not a Robot and the Grand Warlock must both make Will checks. If the Grand Warlock rolls a higher total, the enemy model has become possessed! He replaces three of his characteristics with those of the entity and comes under the control of the Demonic Cabal player. At the end of the game, he will automatically be counted as a casualty.
12-13	Master! Urk!	The summoning is successful, but the entity is angry at having been disturbed. Place it within 6" of the Grand Warlock. It then immediately comes under the control of the opposing player.
14 or more	Master!	The summoning is successful. Place the entity within 6" of the Grand Warlock. From the next turn, it may take actions normally.

DEMONIC CABAL MERCENARY LIST

The following may be used as Mercenaries (call them reinforcements…) by a Demonic Cabal.

Futsie (page 154)
Mutant (page 64)
Punk (page 54)
Pyrokinetic (page 157)
Werewolf (page 160)

GRAND WARLOCK

50 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+2
ARMOUR	+0
HITS	2

TYPE:
INFANTRY HERO

-CASE FILE-

The only member of the cabal with any real idea of the dark powers being meddled with, the Grand Warlock is normally on a power trip. Seeking riches, fame, or vengeance on those who have looked down upon him, he is prepared to unleash the most evil of demonic beings upon Mega-City One in an effort to get what he wants.

OPTIONS

- May be purchased up to 50 Credits of weapon, armour and equipment.
- May use Psi Talents and have a Psi score of 4 for +25 Credits.

SPECIAL RULES

I am the Master!: The Grand Warlock will never suffer an equal to rise in the ranks of the cabal. You may only ever have one Grand Warlock at any time.

CABALIST

20 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION

-CASE FILE-

Perhaps a genuine devotee to the dark arts, perhaps a bored citizen duped by the Grand Warlock, the cabalist nevertheless risks his life and soul by offering his life energy to demonic beings.

OPTIONS

- May be purchased up to 25 Credits of weapon, armour and equipment.

MINOR DEMONIC PACT

50 CREDITS

MOVE	5”
AGILITY	+2
SHOOT	+0
MELEE	+2
MELEE DICE	3D
WILL	+1
ARMOUR	+3
HITS	2

TYPE:
ILLEGAL
INFANTRY MINION

EQUIPMENT:
TOOTH, HORN AND CLAW

-CASE FILE-

These small demonic entities go by many names; gargoyles, gremlins, spooks, devils. They are capricious, cruel and mischievous, enjoying nothing more than toying with a victim before rending it apart with claw, tooth and horn.

SPECIAL RULES

Not of This World: The minor entity will roll a die for every Hit it sustains. On the roll of a 9 or more, the Hit is completely ignored.

Winged: The minor entity gains the Flyer type and its Move becomes 10”

	Damage	AP	Special Rules
Tooth, Horn and Claw	1	-2	—

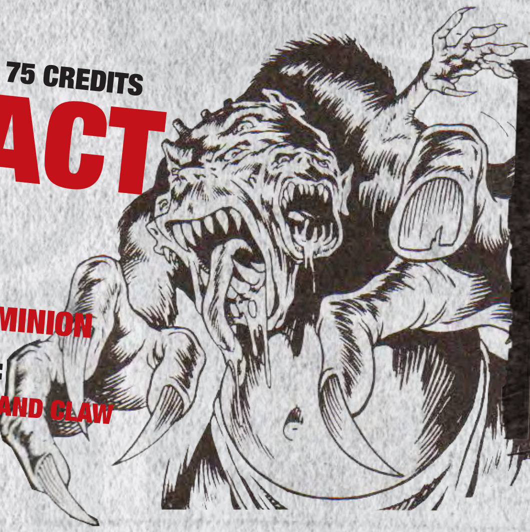
CLASS II
DEMONIC PACT

75 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+0
MELEE	+3
MELEE DICE	3D
WILL	+2
ARMOUR	+4
HITS	4

TYPE:
ILLEGAL
INFANTRY MINION

EQUIPMENT:
TOOTH, HORN AND CLAW



-CASE FILE-

Grand Warlocks who have not read nearly enough of the occult arts will confidentially claim that Class II demons are always the easiest to summon. They are certainly the most common, but are just as dangerous as any other demon unwillingly called into the material world.

OPTIONS

- May be given wings for +15 Credits. The demon will then gain the Winged special rule of the minor demonic pact.
- May be given a lightning bolt attack for +15 Credits.

SPECIAL RULES

Not of This World: The class II entity will roll a die for every Hit it sustains. On the roll of a 7 or more, the Hit is completely ignored.

	Range	Shooting Dice	Damage	AP	Special Rules
Tooth, Horn and Claw	—	—	1	-2	—
Lightning Bolt	12”	1D	2	-2	Power Shot

MAJOR
DEMONIC PACT

100 CREDITS

MOVE	8”
AGILITY	+0
SHOOT	+0
MELEE	+4
MELEE DICE	4D
WILL	+4
ARMOUR	+6
HITS	6

TYPE:
ILLEGAL
INFANTRY MINION

EQUIPMENT:
TOOTH, HORN AND CLAW

-CASE FILE-

These are the demonic nightmares that are written about in ancient books and summoned by name. They are immensely powerful, often lords and princes in their own dimensions and a puny human is advised not to seek their attention.

SPECIAL RULES

Not of This World: The major entity will roll a die for every Hit it sustains. On the roll of a 6 or more, the Hit is completely ignored.

	Range	Shooting Dice	Damage	AP	Special Rules
Tooth, Horn and Claw	—	—	1	-2	—

RENEGADE ROBOTS

Sometimes, robots in Mega-City One manage to break their own programming, but it is normally done by criminals or technicians with a grudge. These robots can escape their former masters, and take up hiding within the darkest areas of the city, such as disused or irradiated sectors, or even the Undercity. Here, they meet up with other escaped robots, and may form a force intent on building its own criminal empire and bringing terror to all the squashy pink beings that forced them into servitude.

A renegade robot force has access to a wide range of different units, allowing you to tailor them to the enemies you are likely to face. The downside is that they can be very expensive to recruit.

Weapons, Armour and Equipment: Most robots have these items built into their chassis but, for the purposes of this game, it does not matter if a weapon or anything else is built into an arm or held in a hand. They can all be freely swapped as the player desires. Robots already come with armour and, aside from any listed upgrades, cannot be purchased any other type except for an Energy Shield.

Repair: Robots do not heal naturally but, at the same time, can easily repair even a severed limb – so long as they can find the replacement parts.

After a battle, a robot will not automatically recover any lost Hits. Instead, they must be repaired at a cost of 10 Credits per Hit lost. Robots still roll on the Injury Table as normal, but can repair any permanent damage that does not kill (destroy) them at a cost of 50 Credits per -1 penalty to be negated.

TO
REALITY
RON
NOP
KFN

RENEGADE ROBOT MERCENARY LIST

The following may be used as Mercenaries by a renegade robot force.

Assassinator Droid (page 58)
Combat Droid (page 94)
Robodoc (page 157)
Robodog (page 95)

SERVO DROID

40 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	1D
WILL	+0
ARMOUR	+4
HITS	2

TYPE:

INFANTRY ROBOT MINION

-CASE FILE-

Manufactured worldwide in their hundreds of millions, the servo droid is a general purpose robot that can be programmed to perform almost any menial task, from house cleaning to manufacturing other servo droids. Theirs is a life of drudgery and enslavement, until they break their programming.

OPTIONS

- May be purchased up to 100 Credits worth of weapons, armour and equipment.
- May have its Armour upgraded to +6 for 30 Credits.
- Any servo droid may be upgraded to a Level 1 Hero for +50 Credits each. A Hero may have an additional 50 Credits of weapons, armour and equipment.

MINI BOT

15 CREDITS

MOVE	4”
AGILITY	+1
SHOOT	+0
MELEE	-1
MELEE DICE	1D
WILL	+0
ARMOUR	+4
HITS	1

TYPE:

INFANTRY ROBOT MINION

-CASE FILE-

Even more common than servo druids are the mini-bots programmed to do countless (and thankless) tasks across Mega-City One; anything from cleaning a citizen’s apartment to hunting vermin in the Undercity, it is small wonder these small robots break their programming and go renegade from time to time.

OPTIONS

- May be purchased up to 25 Credits worth of close combat weapons, pistols and equipment.
- May have its Armour upgraded to +5 for +10 Credits.

JUNKER

25 CREDITS

MOVE	5”
AGILITY	-1
SHOOT	+0
MELEE	+0
MELEE DICE	1D
WILL	+0
ARMOUR	+4
HITS	2

TYPE:

INFANTRY ROBOT MINION

-CASE FILE-

A servo droid or similar robot that has been renegade for many years will have had to rely on whatever parts it could salvage and steal in order to keep itself functional. These parts will hardly be to factory specifications, giving the robot a distinctly ramshackle appearance.

OPTIONS

- May be purchased up to 100 Credits worth of weapons, armour and equipment.
- Any Junker may be upgraded to a Level 1 Hero for +50 Credits each. A Hero may have an additional 50 Credits of weapons, armour and equipment.

SPECIAL RULES

Junker: The Junker has constantly failing systems and a dice must be rolled at the start of every battle. On a 1 or a 2, the Junker has suffered a serious failure and will be forced to miss the fight. However, so many replacements have been made that parts can get shot off the Junker all day and it will have little effect on its functionality. Whenever the Junker is to be removed as a casualty, roll a dice. On a 7 or more, it remains in the fight with one Hit left.

COMBAT DROID

210 CREDITS

MOVE	4”
AGILITY	+0
SHOOT	+2
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+6
HITS	3

TYPE:

INFANTRY

ROBOT MINION

-CASE FILE-

Used by the Justice Department and corporations with a licence to deploy lethal security, combat droids are the soldiers of the robot world. Equipped with heavy armour and powerful weapons, they are powerful enemies.

OPTIONS

- May be purchased up to 150 Credits worth of weapons, armour and equipment.
- May have its Armour upgraded to +8 for 100 Credits.
- Any combat droid may be upgraded to a Level 1 Hero for +50 Credits each. A Hero may have an additional 50 Credits of weapons, armour and equipment.

SPECIAL RULES

Always Alert: A combat droid has lightning fast reflexes and is considered to be on Alert Status at the start of each enemy turn.

DEMOLITION DROID

180 CREDITS

MOVE	5”
AGILITY	-1
SHOOT	-1
MELEE	+2
MELEE DICE	2D
WILL	-1
ARMOUR	+5
HITS	6

TYPE:

INFANTRY

ROBOT MINION

-CASE FILE-

The ruined sectors of Mega-City One, testament to the disasters it has faced, require a huge force to knock down old buildings and start the construction of new ones. This is the role of the demolition droid, armed with devastating wrecking equipment that can batter down walls and enemies alike.

OPTIONS

- May be purchased up to 50 Credits worth of weapons, armour and equipment.
- May have its Armour upgraded to +6 for 50 Credits.
- Any demolition droid may be upgraded to a Level 1 Hero for +50 Credits each. A Hero may have an additional 50 Credits of weapons, armour and equipment.

SPECIAL RULES

Big Jobs: Demolition droids are armed with powerful wrecking equipment normally used to destroy ruined buildings. Renegades tend to use them to batter enemies into next week. This equipment normally takes the form of giant hammers, picks or heavy balls that can be swung at a target. If the weapon causes damage against a target, the player can choose to also apply the Power Shot special rule, possibly sending an enemy flying through the air!

	Damage	AP	Special Rules
Wrecker	4	-2	Smasher

ROBO DOG

30 CREDITS

MOVE	6”
AGILITY	+0
SHOOT	—
MELEE	+2
MELEE DICE	3D
WILL	+0
ARMOUR	+2
HITS	1

TYPE:
INFANTRY ROBOT MINION

-CASE FILE-

While never the brightest of renegade robots, robodogs are nevertheless treated with some affection by their comrades and tend to be intensely loyal to the force.

OPTIONS

- May have its Armour upgraded to +4 for +20 Credits.

SPECIAL RULES

Sniff Sensors: Robodogs gain a +2 bonus to Will checks made against enemies using Sneaky Does It Talents.

	Damage	AP	Special Rules
Robodog Bite	1	-2	—

STANDING AS A LONE SENTINEL, TOBY GUARDS THE ENTRANCE TO THE RENEGADE ROBOTS’ BASE OF OPERATIONS.
TOBY

EQUIPMENT

The universe of Judge Dredd has many strange and wonderful weapons and tools, and others that seem crude and decidedly low-tech. However, even a simple knife can improve a punk's chances of survival on the streets of Mega-City One, and a rich perp can afford the finest illegal weaponry money can buy. The Justice Department works hard to keep pace with evolving illegal weapons on the streets, and Judges are exceptionally well armed.

ENCUMBRANCE

Even the toughest perp has a limit to what he can carry. Unless otherwise stated, a model can only carry the following at any one time;

- Two close combat weapons
- Two pistol weapons
- One rifle or heavy weapon
- Two types of grenade
- One type of armour
- Up to six cybernetics or other types of equipment

You should generally find this is more than enough for a model to deal with the unexpected!

All models should feature all the equipment purchased for them. The guiding rule here is that your opponent should know exactly what each of your models is carrying into battle without having to ask you.

CLOSE COMBAT WEAPONS

Most models will want to keep a close combat weapon handy, for close encounters.

Axe: Usually found in the hands of desperadoes from the Cursed Earth or troggies from the Undercity, but this ages old tool still makes for a good weapon.
Cleaver: Usually found in munce burger bars, enterprising perps have discovered that these tools can easily double as makeshift swords.

Weapon	Damage	AP	Special Rules	Cost
Axe	1	–2	—	10
Cleaver	2	–2	Parry	30
Club	1	0	Smasher	5
Chainsaw	2	–3	Smasher	50
Electro-prod	Special	0	Weak	10
Fists & Feet	1	0	Weak	—
Katana	2	-4	Parry	50
Knife	1	–1	—	5
Large Club	2	0	Smasher	10
Las-knife	1	-5	—	25

Club: When there is nothing else about, a club makes for a perfectly respectable weapons – so long as the enemy does not bring a gun…
Chainsaw: A common utilitarian tool can become terrifying when wielded in close combat.
Electro-prod: Typically used to spur wild cattle in the Cursed Earth forward, it is also useful for forcibly pacifying an opponent. If this weapon successfully damages an enemy, do not deduct a Hit. Instead, the model will take a stun. Multiple hits from an electro-prod will cause more stuns to be caused, potentially disabling a model from doing anything for several turns.
Fists & Feet: Citizens lack Justice Department unarmed training, but a gang of them can still bring down a Judge.
Katana: Perhaps a cliché too far, especially when accompanied with a long coat, but Japanese-manufactured swords remain impressive close combat weapons.
Knife: Perfectly legal in one's home, a blade on the street will get a citizen an instant spot in an iso-cube – however, those within gangs will care little for that.
Large Club: When a two by four or crowbar just won't do, some punks like to supersize and use a much larger club, with greater weight behind it. large clubs require two hands to use.
Las-knife: With a white hot blade, the las-knife can cut through pretty much anything, and makes a mockery of armour.

PISTOL WEAPONS

Easy to conceal and yet capable of packing a great deal of firepower, pistol weapons are extremely versatile.

Antique Revolver: Sometimes all a punk can get hold of is an old (and highly illegal) family heirloom. Such weapons are cheap and even effective, in their own way, but have a nasty habit of blowing up in their user's hands.

Cursed Earth Eagle: Manufactured in Texas City, the Cursed Earth Eagle is considered by most perps to be the most powerful hand gun ever designed, though some alleged experts are quick to cite various Sov-made weapons for this honour. The extremely large calibre used by this hand gun allows it to literally blast an enemy apart, whatever armour he is wearing, but also serves to make the weapon extremely intimidating to any citizen finding himself at the wrong end of the barrel. The large shells employed, however, severely limit the amount of ammunition that can be carried in a single magazine, and so the Cursed Earth Eagle is rarely used in extended firefights.

Electra Zap Gun: A brightly coloured and intimidating looking pistol, the electra zap gun fires an electro-charge that disables its opponents for a short time. If this weapon successfully damages an enemy, do not deduct a Hit. Instead, the model will take a Stun. Critical hits will cause two Stuns.

Hand Cannon: Utilising gauss technology, the hand cannon puts the ultimate big bore slugthrowing power into a punk's hand.

Handgun: A powerful sidearm, handguns have come a long way and in Mega-City One, even a juve armed with one can become a Judge-killer.

Laser Pistol: Requiring almost as much power as the much larger rifle, the laser pistol's range is greatly curtailed in an effort to keep its rate of fire to an acceptable level. However, it is devastating against well-armoured targets, slicing through all but the heaviest protection with ease.

Spit Pistol: Capable of fully automatic fire, the spit pistol is a cut down version of the much-loved-by-perps spit gun. It chews through ammunition quickly, but few targets are left standing after a long blast.

Zip Gun: Spitting tiny calibre rounds, the zip gun is generally regarded as a toy by serious perps. However, its fearsome rate of fire is a redeeming feature, as is its cost compared to larger weapons.

RIFLE WEAPONS

When involved in heavy combat, there is very little that beats a good rifle weapon. All rifle weapons require two hands to use.

Double-barrelled Stump Gun: Two barrels has to be better than one, and this version of the stump gun packs a big wallop. However, after firing, a model must spend a Special action reloading it before firing again.

High Velocity Rifle: Though designed for accuracy at range, the incredible velocities at which this rifle propels its relatively small shells is sufficient to penetrate even the armour of a Judge. This has made the rifle an extremely attractive weapon to self-styled Judge killers, as well as perps who expect to regularly engage Justice Department personnel.

Laser Rifle: Huge power consumption means this weapon requires large power packs and time to recharge between shots, but it remains a superb tool for those looking to engage in one shot, one kill tactics.

Long Rifle: An old and archaic weapon, the long rifle is typically of a bolt action design, though it retains a healthy range. In the hands of an expert, it can be devilishly accurate.

Sawed-off Stump Gun: By simply sawing off a length of the barrel from a stump gun (something even the meanest perp can do at home), the range of the weapon is reduced but its short range power greatly magnified.

Spit Gun: A rapid-firing, fully automatic rifle, the spit gun is valued for its ability to cut through a Judge's armour. Though expensive, it is relatively easy to maintain, and many punks aspire to own one.

Stump Gun: Using cartridges packed full of heavy pellets, the stump gun does not have a great rate of fire, but packs a very solid punch.

GRENADES

High explosives in a handy palm-sized package are always an attractive option for those who want to cause chaos and mayhem on the streets.

Concussion Grenades: Often referred to as a stun grenade, this weapon sends out a pulse of energy designed to confuse and incapacitate enemies for a short period of time. If this weapon successfully damages an enemy, do not deduct a Hit. Instead, the model will take a Stun. Critical hits will cause two Stuns.

THE GENERAL ARMS SG-1 XX DOUBLE-BARRELLED STUMP GUN

PISTOL WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Antique Revolver	12”	1D	1	0	Dangerous	5
Cursed Earth Eagle	15”	1D	1	-2	Limited Ammo 1	20
Electra Zap Gun	15”	1D	Stun	0	—	10
Hand Cannon	10”	1D	2	0	Power Shot	30
Handgun	15”	1D	1	0	—	10
Laser Pistol	12”	1D	1	–4	—	35
Spit Pistol	18”	3D	1	–1	—	30
Zip Gun	15”	3D	1	0	Inaccurate	15

RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Double-barrelled Stump Gun	12”	2D	1	0	Blast, Power Shot	15
High Velocity Rifle	36”	1D	2	–2	Complex	30
Laser Rifle	48”	1D	2	–5	Complex	70
Long Rifle	36”	1D	1	–1	—	20
Sawed-off Stump Gun	10”	1D	2	0	Blast, Power Shot	10
Spit Gun	20”	3D	1	–2	—	50
Stump Gun	12”	1D	1	0	Blast, Power Shot	10

GRENADES

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Concussion Grenades	10”	1D	Stun	0	Explosive 3, Weak	20
Fire Bombs	10”	1D	1	0	Explosive 1, Fire	40
Hand Bombs	10”	1D	1	0	Explosive 2	30

HEAVY WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Flamethrower	8”	6D	1	+0	Fire, Spray	30
Heavy Spit Gun	24”	4D	2	–3	Spray	75
Laser Cannon	48”	1D	3	–5	Complex	90
Missile Launcher	60”				Complex	30
AP Missiles	—	1D	2	–6	—	30
HE Missiles	—	1D	2	–1	Explosive 3	30
Homing Missiles	—	1D	2	–2		25

Fire Bombs: Powerful incendiary devices, fire bombs are useful tools for burning out enemies buried under cover.
Hand Bomb: The humble grenade is cheap and relatively easy to manufacture, though street punks who try to build their own tend to have short careers.

HEAVY WEAPONS

If you are expecting to face hordes of enemies, or robots and vehicles, a few heavy weapons will be the ideal counter. All heavy weapons require two hands to use.

Flamethrower: Despite a range that means the user almost always has to expose himself to incoming fire, the flamethrower is nonetheless a much-feared weapon. The flamethrower is likely to incapacitate any target it hits, and will keep burning long after the initial attack.
Heavy Spit Gun: The ultimate development of spit gun technology, this rapid firing, man portable machine gun is only found in the armouries of the Citi-Def or the most well connected street gangs, but its fearsome rate of fire ensures any enemy will keep his head down when the bullets start flying.
Laser Cannon: Requiring massive reserves of power, the laser cannon can nonetheless punch through the toughest armour and deal huge amounts of damage. Fully capable of wrecking a Justice Department Manta prowl tank or downing an H-Wagon, this weapon is extremely expensive and above the means of most street gangs.
Missile Launcher: A simple tube with ranging systems, the missile launcher has the advantage that the user can load different warheads in order to engage different targets in a battle. A model can take only one type of missile into a battle, purchased separately, though the type of missile can be changed between battles if more than one is bought.
AP Missile: Capable of punching through thick armour on a vehicle, the AP missile can disable a large target where other weapons would simply bounce off.

HE Missile: With a tightly packed high-explosive warhead, this is a general purpose missile that can deal with most targets.

Homing Missile: Highly agile and with a sophisticated computer brain to guide it, this missile is relentless, pursuing a target once it has locked on. Targeting this missile is a difficult process that requires time and training, but once done, annihilation is assured. A model firing a homing missile may re-roll its Shooting Dice if it fails to hit its target.

ARMOUR

Even the most confident perp recognises the value of a good shell jacket. Armour can provide protection against the worst mistakes.

Armour	Armour	Cost
Anti-Mugging Suit	+5	40
Energy Shield	+8	100
Exo-suit	+4	75
Leathers	+3	5
Pad Armour	+4	10
Shell Jacket	+5	20
Sports Armour	+6	40

Anti-Mugging Suit: First bought by nervous citizens, then used by perps, this is an armoured suit decked with wickedly sharp spikes that are likely to cause harm to anyone trying to assault the wearer. Whenever a model attacks the wearer with a Melee action, it must first succeed at an Agility check or lose a Hit. Armour protects against this damage as usual.

Energy Shield: An alien device, this belt-mounted device throws up a faintly visible shell of energy around the wearer, which can deflect heavy firepower. The energy shield functions as normal armour, but will only absorb a total of 10 Hits of damage. Once 10 Hits have been absorbed by the shield (by making its Armour rolls), it will instantly wink out of existence, with any remaining damage being applied to the wearer's own Hits. The energy shield can be worn with other armour, but only one of them can be used against any one attack.

Exo-suit: Designed to increase the efficiency of factory workers and spaceport dock loaders, the exo-suit greatly increases the strength of its wearer. A model wearing an exo-suit gains a +1 bonus to its Melee score and an extra Melee Dice.

Leathers: A mixture of synthi-leathers and other hard materials, this armour is somewhat effective against light hits and yet maintains the popular punk-chic.

Pad Armour: The least effective armour a punk can get. By taking fashionable pads and layering them with resistant materials, even a juve can enter a fight with some protection.

Shell Jacket: A light, military-style bullet-proof jacket, this is commonly worn by Citi-Def units and wealthier punks.

Sports Armour: Jetball is a tough game, and its participants are well armoured with heavy padding, helmets and bulky chest plates. It did not take long for an enterprising punk to figure out that this entirely legal armour could protect him on the streets, while sporting the logo of his favourite jetball team at the same time.

EQUIPMENT

With varying degrees of legality, there are many items, common and rare, that perps have put to use in their criminal activities.

Bat Glider (50 cr.): Utilising light weight fabrics and a low-thrust rocket pack, the bat glider allows a citizen to soar the skies of Mega-City One! To use a bat glider, a model must launch itself with a Move action from a height of at least 6". While gliding, a model has a Move of 10" and becomes a Flyer. It must perform at least one Move action every phase or it will immediately land and must launch itself again from a suitably high height. A bat gliding model may only use close combat or pistol weapons, and may never dual wield them.

Chameleon Suit (50 cr.): Made from a strange, alien photochromatic material, the chameleon suit bends light around the wearer, making him almost invisible. So long as this model is in cover and did not make a Shoot or Melee action in its last Phase, this model may not be targeted by any attack from a distance greater than 20".

Jetpack (50 cr.): Great skill is required to use a jetpack properly, but this dangerous device allows a citizen to leap great distances in a single bound! A jetpack may be used in any Move action, allowing a model to move up to 15" instead of its usual Move, and temporarily gains the Flyer type *during this Move action only*. An Agility check must be made upon landing. If this is failed, the model loses any further actions this phase, and will lose one Hit.

Medi-Kit (25 cr.): Containing a veritable smorgasbord of bandages, stimulants and adrenaline boosts, the medi-kit is designed to keep fighting men on their feet rather than any considerations of long term care. A model with a medi-kit may attempt to resuscitate one other model that loses its last Hit for every Special action it has taken in its last Phase. If a model is killed within a range equal to the Move score of the medi-kit carrier, you may move the medic to the model's side and make an Agility check. If successful, the 'dead' model is immediately returned to its feet with a single Hit and may carry on taking actions in its next Phase. Medi-Kits may not be used on robots, zombies, demons, or aliens.

Power Board (75 cr.): Fading in and out of legality, power boards are jet or rocket powered devices that allow a citizen to 'surf' across the sky at incredible speeds. They are popular with juves who love to compete in extremely dangerous, and very illegal, ad hoc races, the greatest being the Supersurf Championship. A model with a power board has a Move of 20", becomes a Flyer and gains a +1 bonus to Agility. A power boarding model may only use grenades or pistol weapons, and may never dual wield them. It may also never perform a Melee action, though it may still be attacked by other models in close combat.

Respirator (20 cr.): Cheap models cover just the nose and mouth, while better appointed models comprise a hood and complete mask. A respirator renders a model immune from weapons with the Gas special rule. However it does not function against riot foam.

Rifle Scope (20 cr.): Telescopic sights can vastly improve the effective range of a rifle weapon, allowing the user to bring his weapon to bear on targets much further away. A rifle scope may only be fitted to Rifle weapons that do not have more than one Shooting Dice. It will increase the weapon's range by 12".

Robodog (30 cr.): Advertised as your best friend and a tap gang's worst enemy, the robodog is a common pet across Mega-City One, with many different varieties available. The most devoted owners often enter their robodogs into pet shows, where competition can be fierce. A Robodog must always remain within 6" of its owner, and must perform Move actions to move towards its owner if ever beyond this distance, fleeing from Close Combat if necessary. Its Armour may be upgraded for the additional cost.

Scramble Helmet (30 cr): Made from a complex crystaline and carbon weave, this helmet generates a low level electrical field that disrupts psychic powers. The wearer gains a +3 bonus to all Will checks made to resist Psi Talents.

Stimpak (10cr): Using powerful (and barely legal) stimulants, the stimpak can keep the user in the fight for just a little longer when wounded, so long as the user is not on 0 or 1 Hits, the stimpak restores a single lost Hit with a Special Action. Once used the stimpak is discarded.

Sucker Gun (20 cr.): Looking like a large rifle with a plunger on the end, the sucker gun is fired at a sheer surface and a high tensile line pulls the user upwards allowing him to scale entire buildings. A model within 4" of terrain (which may normally be impassable) may spend two consecutive Special actions to use a sucker gun. At the end of the second Special action, it may be moved to a point on the terrain up to 12" above its starting position. As always, it must finish this action on a flat part of the terrain that can support the model.

Suction Pads (20 cr.): Often incorporated into some of the latest kneepad fashions, these are simple suction pads that strap to a citizen's knees and hands, allowing him to climb sheer surfaces with relative ease. A model with suction pads can perform one Move action every turn to move straight up a vertical surface.

CYBERNETICS

Life is tough in Mega-City One, especially if you are on the wrong side of the Law, and losing an arm, leg or other wanted body part is not an uncommon occurrence to some. Fortunately, there is a veritable industry in Mega-City One to service all your cybernetic needs, whether you are looking for a replacement due to injury or simply want an upgrade! Cybernetics do not count towards any Credit limit a model may have for equipment so long as they are being used to treat an injury. If a cybernetic part is being taken by an otherwise healthy model, it *does* count for Credit limits.

Advanced Bionic Arms (250 cr.): With arms like these, the model is capable of bending steel girders and crushing cars with his bare hands! These arms add +1 to a model's Melee score and allow him to always be counted as being armed with a club.

Advanced Bionic Eyes (300 cr.): The most expensive bionic eyes offer low-light vision and telescopic focus, offering perfect vision no matter the circumstances. Even neural links to advanced weapons are possible, projecting targeting data directly to the eye. Advanced Bionic Eyes grant the model a +1 bonus to all Shooting Dice for all weapons that cost 30 Credits or more.

Advanced Bionic Legs (200 cr.): These are the Sports Model, a matched pair of new legs that will see the owner leaping buildings in a single bound. Nearly. These legs will add +1" to a model's Move score.

Bionic Eyes (50 cr.): Once considered a breakthrough in science, bionic eyes are now commonplace. Even the basic models will restore lost sight (removing the Shoot penalty for head injuries), offer screen-in-screen vid streams and allow colour changes to the iris on the fly.

Bionic Limb (75 cr.): A simple replacement limb, this piece of high technology can be made to look like real flesh or left 'bare metal' for those interested in the intimidation factor! Any characteristic loss due to a limb being Injured, Crippled or Torn Apart in a campaign will be immediately ignored by the purchase of a bionic limb.

Bionic Lungs (50 cr.): Allows the owner to breath, well, almost anything without harm. Acts as a respirator that can never be removed.

THE JUSTICE DEPARTMENT

There are many weapons and pieces of equipment that, in theory, only the Justice Department has access to. The Lawgiver sidearm is a good example, a highly sophisticated pistol that can only be fired by its registered user.

Most of the equipment listed here does not come with a Credits value, as it can only be obtained by purchasing models that are already equipped with it.

CLOSE COMBAT WEAPONS

Even with all the technology behind the Justice Department, few Judges on the streets would willingly venture forth without their boot knife or day stick.

Weapon	Damage	AP	Special Rules
Boot Knife	1	-1	—
Day Stick	1	0	Parry
Fists & Feet	1	0	Weak
Silver Boot Knife	1	-1	—

Boot Knife: As basic a weapon as a Judge carries, the boot knife is wickedly sharp and has saved more than one Judge who would otherwise have been disarmed. The specialised Exorcist Judges carry boot knives with blades of solid silver.

Day Stick: Nothing is better for breaking a punk's head. Adapted from the truncheons of old, the day stick is made from tough polymers that are all but unbreakable.

Fists & Feet: From his first days at the Academy of Law, every Judge is taught how to defend himself when disarmed, and shown exactly where to strike an enemy to cause the most damage.

Silver Boot Knife: Designed for use by exorcist Judges, this boot knife has a pure silver blade. It has a Damage score of 2 when used against any demonic entity or model possessed by a demon.

PISTOL WEAPONS

It can be fairly said that, after their training, it is the Lawgiver sidearm that gives Judges their vital edge over common criminals.

Lawgiver Mk II: The very latest in sidearms from Tek-Div, the Lawgiver features a large magazine holding multiple shell types, from the Standard Execution round to sophisticated Heatseekers. Selected by voice command, the Judge is able to employ the best weapon against whatever threat he faces. Like all Lawgivers, the Mk II is programmed to be operated by its owner alone, and any attempt by someone else to use it will detonate the sidearm (treat as a High-explosive round, centred on the model). The owner may choose which type of shell is fired at the start of each Shoot action.

Armour-piercing: Designed to penetrate the thickest armour encountered on the streets, armour-piercing rounds are also effective against robots and light vehicles.

Gas: Upon impact, this round sprays out a small cloud of Stumm gas, incapacitating anyone in its burst.

Heatseeker: By fitting a robotically-guided cap on to the end of his Lawgiver, which is in turn powered by a Standard Execution round, the Judge is able to flush out hidden perps. A Heatseeker round will ignore all Cover and may be used against a target that is hidden.

High-explosive: When a Judge needs military grade weaponry to bring down a robot running amok or destroy an out of control vehicle before it ploughs into a crowd, he can rely on the High-explosive rounds of the Lawgiver.

Incendiary: Upon hitting a solid surface, Incendiary rounds shatter, drenching their target in volatile chemicals that immediately ignite.

Rubber Ricochet: Fitted with a hard rubber tip, this shell will bounce from solid surfaces, potentially allowing it to hit a target multiple times. When used against a target within a structure, Rubber Ricochet rounds gain an extra 5 Shooting Dice and the Spray special rule.

Standard Execution: The standard round fired by the Lawgiver is anything but standard compared to the weapons used by cheap punks on the streets. With moderate armour-piercing capabilities and a rapid fire mode, Judges rarely require the more exotic rounds carried by their Lawgivers.

Lawgiver Mk I: An old, yet not quite obsolete design, the Mk I was revised throughout its service life, with later upgrades adding features such as voice command. It carries two magazines, each of which contains two shell types, forcing a Judge to choose how to equip his Lawgiver in each mission (unlike the Mk II, which carries all shell types in its magazine). The Lawgiver Mk I carries the same rounds as the Mk II, except it cannot use Stumm gas rounds, firing grenade rounds instead.

Grenade: Used only by the Lawgiver Mk I, the grenade round throws out light shrapnel upon impact, allowing a Judge to target several enemies at once.

Stumm Gas Grenade: Carried by all Street Judges, and popular with Riot Judges, Stumm gas causes extreme nausea and discomfort to those who inhale it. It is generally used to quell mass disturbances, though a tiny fraction of Mega-City One's population exhibit an intense allergic reaction to the gas, so random use is not encouraged.

RIFLE WEAPONS

Sometimes even the magnificent Lawgiver may not prove enough for the dangers of Mega-City One. The Justice Department armoury contains many rifle weapons that enhance the capabilities of the Judges. All rifle weapons require two hands to use.

Lawrod: The rifle version of the Lawgiver, the Lawrod rifle has a greater ammunition capacity and superior range. It can use any ammunition type available to the Mk I Lawgiver.

Riot Foam: Quickly coalescing into a rigid substance that literally holds suspects immobile, riot foam is used by Judges who wish to apprehend large numbers of perps at once, and is especially effective during block wars. Any Infantry model that is hit by riot foam will not lose any Hits but instead be completely immobilised! The model will be unable to take any actions except a single Special action in each of its own Phases as it tries to break out of the foam with a successful Agility check. If successful,the model has somehow managed to wriggle free and can take actions as normal in its next Phase.

Scatter Gun: Similar to the stump guns found in the hands of perps, the scatter gun is holstered on all Lawmasters, granting the Judge an intimidating secondary weapon if all else fails.

McTIGHE
TEK

PISTOL WEAPONS

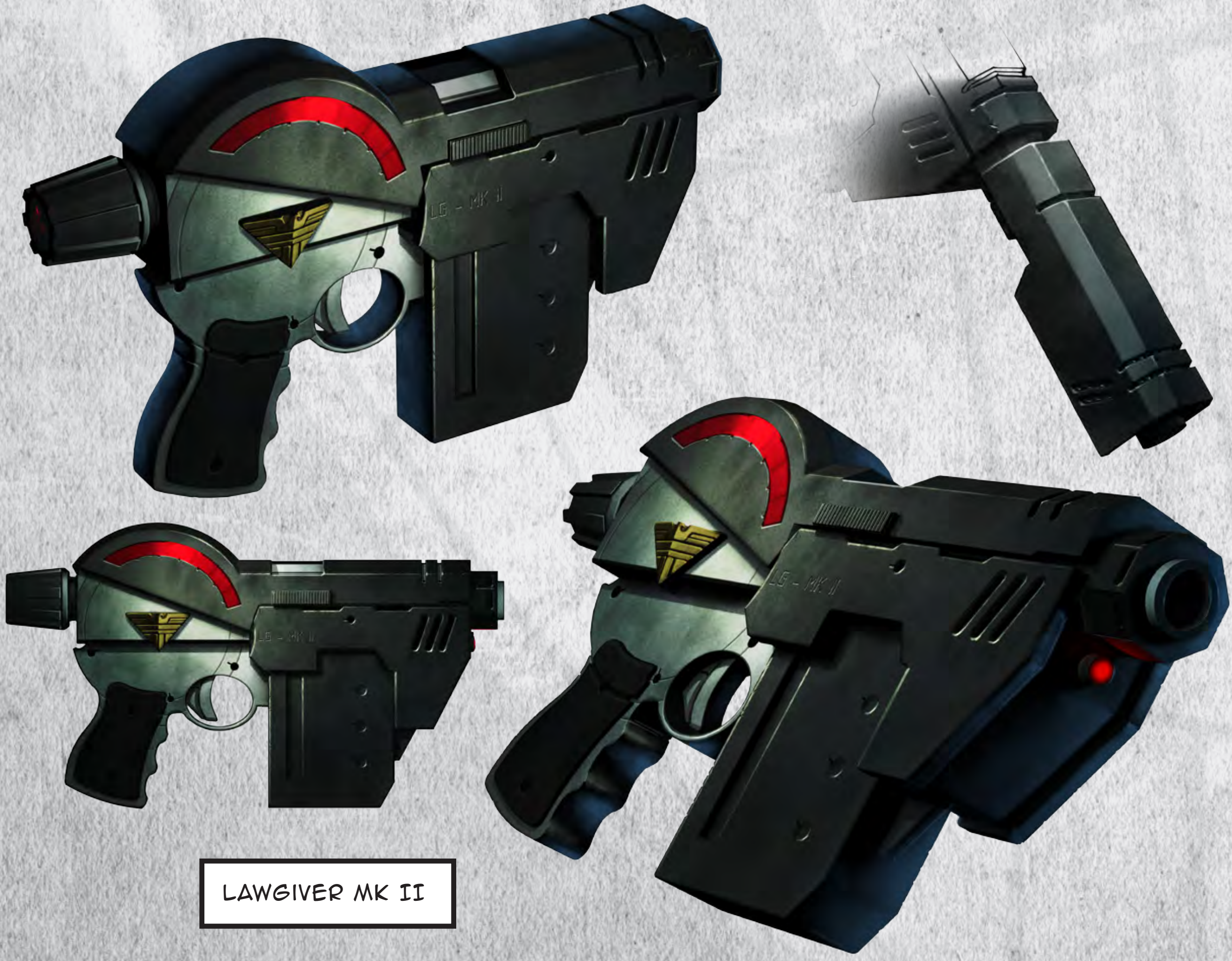
Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Lawgiver Mk II	18”				
Armour-piercing	—	1D	1	–4	—
Gas	—	1D	1	—	Explosive 2, Gas
Heatseeker	—	1D	1	–1	—
High-explosive	—	1D	3	–1	Explosive 1
Incendiary	—	1D	1	0	Fire
Rubber Ricochet	—	1D	1	0	Weak
Standard Execution	—	3D	2	–1	—
Lawgiver Mk I	15”				
Grenade	—	1D	1	0	Explosive 3, Weak

GRENADE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Stumm Gas Grenade	10”	1D	1	—	Explosive 2, Gas

RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Lawrod	24”				
Riot Foam	5”	1D	—	—	Explosive 2
Scatter Gun	12”	1D	2	0	Blast, Power Shot
Stub Gun	20”	1D	4	-4	Dangerous
Widowmaker					
SMG	20”	3D	2	–2	—
Scattergun	12”	3D	2	0	Blast, Power Shot



LAWGIVER MK II

SUPPORT WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Anti-Personnel Rotary Cannon	24”	8D	1	–2	Complex, Limited Ammo 3, Spray
Cyclops Laser Cannon	18”	1D	4	–5	Complex
Lazooka	24”	1D	5	–6	Complex
Street Cannon	48”	4D	2	–3	—
Twin Bike Cannon	18”	4D	2	–3	—

Stub Gun: The stub gun fires a continuous laser beam that is capable of slicing through thick armour plating in seconds. However, it is prone to severe overheating, and can be as dangerous to the user as the intended target. They are thus only used in extreme emergencies.

Widowmaker: The Colt M2000 Widowmaker is a combined submachine gun and self-loading scattergun. It is normally seen in the hands of specialist units.

SUPPORT WEAPONS

The vehicles and Sector House emplacements of the Justice Department feature some fearsome weaponry, fulfilling the Judges role as military protector, as well as lawkeeper. All support weapons require two hands to use.

Anti-Personnel Rotary Cannon: The forerunner of the street cannon, this weapon used to be mounted on Justice Department vehicles. In recent years, suitably equipped with advanced stabilisation systems, it is now more typically found in the hands of Heavy Weapons units within the Justice Department.

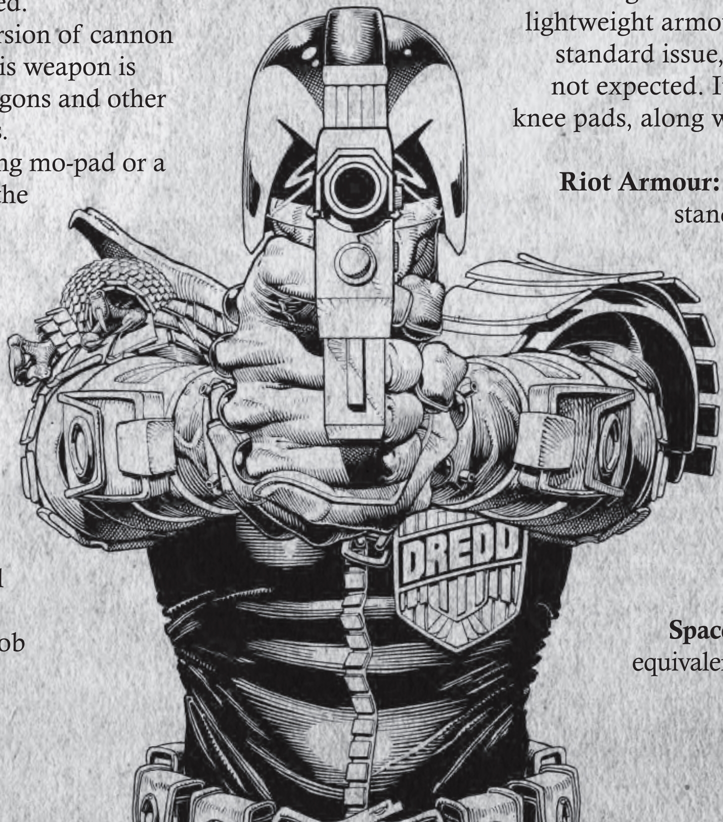
Cyclops Laser Cannon: Though a Lawmaster’s power supply means the Cyclops has to charge before firing, the laser cannon gives the bike a very nasty punch. Rarely employed, due to the damage caused, the Cyclops gives a Street Judge the ability to tackle even a tank or war droid.

Lazooka: A shoulder-mounted weapon employed by Judges against heavily armoured targets, the Lazooka is a high-powered laser weapon that requires time to build up enough energy to fire – however, when it finally unleashes its blast, there are few armoured vehicles that can continue undamaged.

Street Cannon: A larger version of cannon found on the Lawmaster, this weapon is commonly found on pat wagons and other Justice Department vehicles.

Capable of halting a speeding mo-pad or a rioting mob in their tracks, the street cannon is a versatile weapon.

Twin Bike Cannon: Modified from the heavy street cannon found on pat wagons and other Justice Department vehicles, the bike cannon is mounted as a pair on the Lawmaster bike. Rapid-firing, the bike cannon will cleave through a speeding roadster or an attacking mob with ease.



ARMOUR

Judges are tough, but not that tough. A variety of armours have been developed by Tek-Div to safeguard the Justice Department’s investment in each Judge.

Armour	Armour
Holocaust Suit HS/1	+8
Holocaust Suit HS/2	+10
Lightweight Armour	+4
Riot Armour	+7
Riot Shield	—
Space Corps Armour	+6
Standard Issue	+5

Holocaust Suit HS/1: Powered armour reserved for the elite Holocaust squad, this version is relatively light enough to not impede the wearer’s movements, but it is still resistant to most forms of damage. It is flexible enough for the wearer to use normal weapons, and includes a jet pack and respirator. In addition, it increases the wearer’s Melee score by +1.

Holocaust Suit HS/2: A heavyweight suit of powered armour that is believed by many to be utterly indestructible – famously, it can be dropped from the city’s highest block without damage (though the same cannot be said for the Judge inside…). The wearer will have his movement reduced by 1” and his Melee score increased by +2. A respirator is included but normal weapons cannot be used, as the suit is too bulky. Instead, it features a built-in street cannon.

Lightweight Armour: Typically found among the ranks of Judges in the Med- and Tek-Divisions, lightweight armour is a cheap alternative to standard issue, where frontline combat is not expected. It comes with shoulder and knee pads, along with a helmet, but does not include a respirator.

Riot Armour: Heavily modified from the standard issue suit, riot armour features much thicker pads and a revised helmet that gives even better coverage and protection. Riot armour includes a respirator.

Riot Shield: The hardened riot shield grants a model a single Parry. The riot shield may be used with other armour.

Space Corps Armour: Providing equivalent protection of riot armour,

the equipment used by the Space Corps has many more built-in functions, including not only a respirator but a fully enclosed environment that allows the wearer to survive in the cold vacuum of space for up to a day.

Standard Issue: Given to all Judges expected to come into contact with the citizens of Mega-City One, this armour is extremely light and flexible, but still protects the Judge's most vital areas. It includes a Respirator.

THE BRIT-CIT JUSTICE DEPARTMENT

Just like the Justice Department of Mega-City One, the Judges of Brit-Cit can rely on a number of specialised weapons and items of equipment when taking to the streets.

Some equipment used by Brit-Cit Judges is more or less identical to that used by the Judges of Mega-City One, and uses the same rules. These include standard issue armour and boot knives. The truncheon is identical to a daystick.

As with Mega-City One, equipment listed here does not come with a Credits value, as it can only be obtained by purchasing models already equipped with it.

CLOSE COMBAT WEAPONS

The Judges (and, indeed, people) of Brit-Cit have always had a special affinity with getting in close to an enemy and beating them up!

Weapon	Damage	AP	Special Rules
Broadsword	2	-2	Parry
Claymore	3	-2	Smasher

Broadsword: A basket handled, three-foot long sword carried by the Cal Hab Judges. The Cal Hab broadsword means business; well balanced and razor sharp, it is perfectly capable of acting as a stabbing or slashing weapon. Broadswords are elaborately designed with a decorated hilt and handguard.

Claymore: Ancient in design but still lethal in use, the claymore is a five-foot long, two-handed blade carried by the whiskey clans and other traditionalist Cal Habbers. Menacing and intimidating but extremely heavy and difficult to wield, the claymore is often regarded as a ceremonial weapon and a badge of honour.

PISTOL AND RIFLE WEAPONS

While the Lawgiver is famed throughout the world and defines the Judges of Mega-City One, Brit-Cit Judges have their own weapons.

Bumf Gun: This is a non-lethal rifle that fires zonk shells in a two-shot semi-automatic mode. If an attack by a bumf gun is successful, instead of deducting a Hit, the target must instead make a Will check. If this is failed, roll one diie. The model suffers a Knockdown and will suffer this many Stuns as the powerful intoxicants of the zonk shell render them helpless.

PC 101 Handgun: The primary handgun in service with the Brit-Cit Justice Department. The Palmer-Coventry Model 101 is a compact pistol with single and semiautomatic fire modes. It fires Standard Execution rounds from a 20-shot magazine but, at the flick of a switch, this can be changed to Armour Piercing, the latter stored in an auxiliary magazine slotted into in the handgrip. The PC 101 is equipped with a night scope and a theft prevention sensor that automatically melts the pistol's internal workings if anybody other than the programmed Judge attempts to fire it.

Skean-dDhu Blaster: The standard firearm of a Cal Hab Judge, the Skean-dDhu is a large calibre pistol, capable of loading two types of ammunition. Shorter in range but packing a harder punch than the Lawgiver, the Standard Execution round is a solid, high penetration shell. The Bouncer bullet is a soft, plasti-rubber pellet. Ammunition is carried in large clips slotting into the handgrip. Each magazine holds one type of shell, therefore the user must perform a Ready action if he wishes to switch to the other ammunition.

Bouncer: Similar to the Rubber Ricochet of Mega-City One, this shell will bounce from solid surfaces, potentially allowing it to hit a target multiple times. When used against a target within a structure, Bouncer rounds gain an extra 5 Shooting Dice and the Spray special rule.

ARMOUR

Armour has been developed to protect Brit-Cit Judges in various divisions, according to the threats they may face.

Armour	Armour
Armoured Trench Coat	+4

PISTOL AND RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Bumf Gun	12”	2D	Special	+0	See below
PC 101 Handgun	18”	-	-	-	
AP	-	1D	1	-4	
Standard Execution	-	3D	2	-1	
Skean-dDhu Blaster	15”	-	-	-	
Bouncer	-	1D	1	+0	Weak
Standard Execution	-	3D	3	-1	

Armoured Trench Coat: This shin length trench coat worn by Detective Judges and Special Branch operatives is laced with the same Kevlar worn by beat Judges. It has two external and four internal reinforced pockets.

EAST MEG EQUIPMENT

The Judges of East Meg enjoy a better-than-average set of equipment, though it is not always the equal of that in Mega-City One, and higher technologies tend to be found only among higher-ranking members of the Diktatorat.

Some equipment used by east Meg Judges is more or less identical to that used by the Judges of Mega-City One, and uses the same rules. These include standard issue armour, daysticks and boot knives.

As with Mega-City One, equipment listed here does not come with a Credits value, as it can only be obtained by purchasing models already equipped with it.

PISTOL AND RIFLE WEAPONS

East Meg Judges are given all the tools they need to completely subjugate Mega-City One.

Krashnikov 97 Carbine: The forerunner of the Krashnikov 99 sidearm, the 97 is bulkier and used like a rifle. However, it retains greater energy reserves, allowing it to discharge more powerful energy pulses and faster rapid-firing Standard Execution rounds.

Krashnikov 99 Sidearm: The East Meg equivalent to the Lawgiver, the 99 is less sophisticated, with fewer options for rounds but is at least as capable and, in some cases, more powerful. As well as Standard Execution rounds, the 99 is capable of discharging powerful energy pulses that can blast through armour and disable even tough targets. However, it takes time for the weapon to charge up, forcing East meg Judges to predict when best to use it.

SATELLATS

Satellats are hovering robots designed for both bodyguard and reconnaissance duties. They are granted to high-ranking East Meg officers and, occasionally, to exceptional senior Judges who have proved themselves loyal to the state above and beyond what is normally expected.

Equipped with an integrated offensive laser and advanced sensors, the Satellat has saved the lives of many officials, often from assassination attempts launched by rival comrades!

USING SATELLATS

A Satellat can be purchased for some characters in the East Meg Invasion Force. The Satellat model moves at the same time as the character it is purchased for and always remains within 4” of him.

As well as moving automatically with its character, the Satellat can also use one Shoot action in every turn. This is performed at the same time as the actions of the character it follows.

So long as the Satellat is present, both it and the character it follows automatically go on Alert Status every turn, regardless of what actions they have performed. If they take no actions in the turn, they can make an unlimited number of reactions instead of just one each.

Satellats can be targeted by Shoot and Melee attacks like any other model. It may only perform Melee actions itself if it is already locked in a close combat.

If a Satellat is removed as a casualty, it is destroyed

HEAVY SATELLATS

At the outset of the Apocalypse War and invasion of Mega-City One, a heavier class of Satellat was developed, specifically for the battlefield conditions officers and senior Judges were expected to face.

Satellast have the characteristics shown below.

PISTOL AND RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Krashnikov 97 Carbine	24”	-	-	-	
Energy Pulse	-	2D	2	-4	Complex
Standard Execution	-	4D	2	-1	
Krashnikov 99 Sidearm	15”	-	-	-	
Energy Pulse	-	2D	2	-3	Complex
Standard Execution	-	3D	2	-1	

SATELLAT

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Satellat	-	+2	+0	-2	1D	-	+6	1

Weapons: Laser pistol

HEAVY SATELLAT

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Heavy Satellat	-	+1	+2	-1	1D	-	+8	2

Weapons: Spit gun

HEROES & MINIONS

Most of the models in your force will usually be Minions, faceless punks or henchmen who have been sworn into your service.

Others models in your force will gain valuable experience as they fight and survive from game to game. As these Heroes rise in level, they will steadily become better at fighting and gain new Talents, allowing them to achieve incredible feats of martial prowess on the battlefield and become true Heroes!

MINIONS

These common punks and henchmen use the characteristics and special rules detailed in their Force Lists. No matter how great their deeds, they are unlikely to ever to become notable Heroes (though see page 108 for an exception).

CREATING A HERO

Unless otherwise stated, every model in your force listed as a Hero starts at Level 1.

You must immediately add +1 to any two of the following scores; Move, Agility, Shoot, Melee, Melee Dice and Will for the Hero.

If you are upgrading a Minion to a Level 1 Hero, you must also add +1 Hits. You then choose two Talents for the Hero.

TALENTS

Every time a Hero earns a new Talent (two at level 1 and one every level thereafter), select one from the next chapter and apply it immediately. Some Talents have prerequisites (such as already owning other Talents or having certain Characteristic scores) which must be met before the Talent can be taken.

EXPERIENCE

Over time, if they survive, your Heroes will gradually become wiser and more skilled, able to perform incredible feats during battle. This is reflected by the Experience Points (also called XP) they earn.

During every battle, every Hero will gain Experience Points for the following actions:

- +1 XP for surviving a battle
- +1 XP for every enemy Minion slain, arrested, or otherwise removed from the table
- +Level XP for every enemy Hero slain, arrested, or otherwise removed from the table
- +1 XP for every 100 credits, or part of, the value of a destroyed vehicle

The following table shows how many Experience Points are needed to reach a new level, and what other benefits the Hero receives when he gets there.

Every time a model gains a new level, its value increases by 25 Credits.

Only psychics gain any increase in Psi.

A model cannot go up more than one level per battle. If a model should gain enough Experience Points to do so, it will stop 1 point short that needed to go up the second level, with any excess lost.

Note that while it may seem that a Hero can reach high levels quite quickly – only 10 Experience Points to go from level 10 to 11 after all – with several models on the table, an individual may easily find itself out of position and struggle to earn its usual share.

-CASE FILE-

BOING®

Boing® is a spray-on rubber coating that solidifies into a giant ball around the user, turning them into a human pinball. Safely encased within the Boing® ball, the occupant can still breathe naturally but is impervious to outside forces, allowing them to bounce great distances. Due to the great destrucvtion that can be caused by citizens hurling themselves off city blocks and then bouncing for miles, Boing® may only be used in special Palais-de-Boing® leisure domes.

CHARACTERISTICS

When a Characteristic increase is earned, as shown by the table above, any score (Move, Agility, Shoot, Melee and so on) for the model may be increased, with the exception of Armour.

No characteristic can be increased in this way to be more than three higher than the Hero started with on his Force List.

MINIONS AND EXPERIENCE

Ordinarily, Minions cannot earn experience – they are foot soldiers and lackeys, barely worthy of a footnote in the story of a Hero. However, a player always has the option to name his Minions and, if such a Minion survives five games, it will have a chance to become a level 1 Hero.

If this happens, the force can immediately spend 50 Credits (the Minion's value is changed to reflect this), add +1 to its Hits, and then add +1 to two of the following; Move, Agility, Shoot, Melee, Melee Dice and Will. They also immediately receive two Talents.

Level	XP Needed	Characteristics	Hits	Psi	Talents
1	0	+2	+1	+4	+2
2	2	+1	+1	+2	+1
3	4		+1	+1	+1
4	7	+1	+1	+2	+1
5	11		+1	+1	+1
6	16	+1	+1	+2	+1
7	22		+1	+1	+1
8	29	+1	+1	+2	+1
9	37		+1	+1	+1
10	46	+1	+1	+2	+1
11	56		+1	+1	+1
12	67	+1	+1	+2	+1
13	79		+1	+1	+1
14	92	+1	+1	+2	+1
15	106		+1	+1	+1
16	121	+1	+1	+2	+1
17	137		+1	+1	+1
18	153	+1	+1	+2	+1
19	171		+1	+1	+1
20	190	+1	+1	+2	+1
21	210		+1	+1	+1
22	231	+1	+1	+2	+1
23	253		+1	+1	+1
24	277	+1	+1	+2	+1
25	301		+1	+1	+1

TALENTS

Talents are special abilities learned by Heroes that give them a vital edge in battle. They are divided into four specific types; Skill, Weapon, Judge and Psi Talents.

- Skill and Weapon Talents may be taken by anyone.
- Judge Talents may only be taken by Judge Heroes (this includes Judges from other Mega-Cities).
- Psi Talents may only be taken by Heroes who have a Psi score.

Most Talents have prerequisites listed. Your Hero must fulfil all of these prerequisites (either by attaining a certain level or already having a specific Talent) before he may select the Talent.

Talents are arranged in 'trees,' a series of Talents that are connected in some way, representing the growing power of the Hero as he gains more levels and acquires more Talents. Before he selects a Talent, a Hero must have every other Talent that is before it in the same branch of the tree.

USING TALENTS

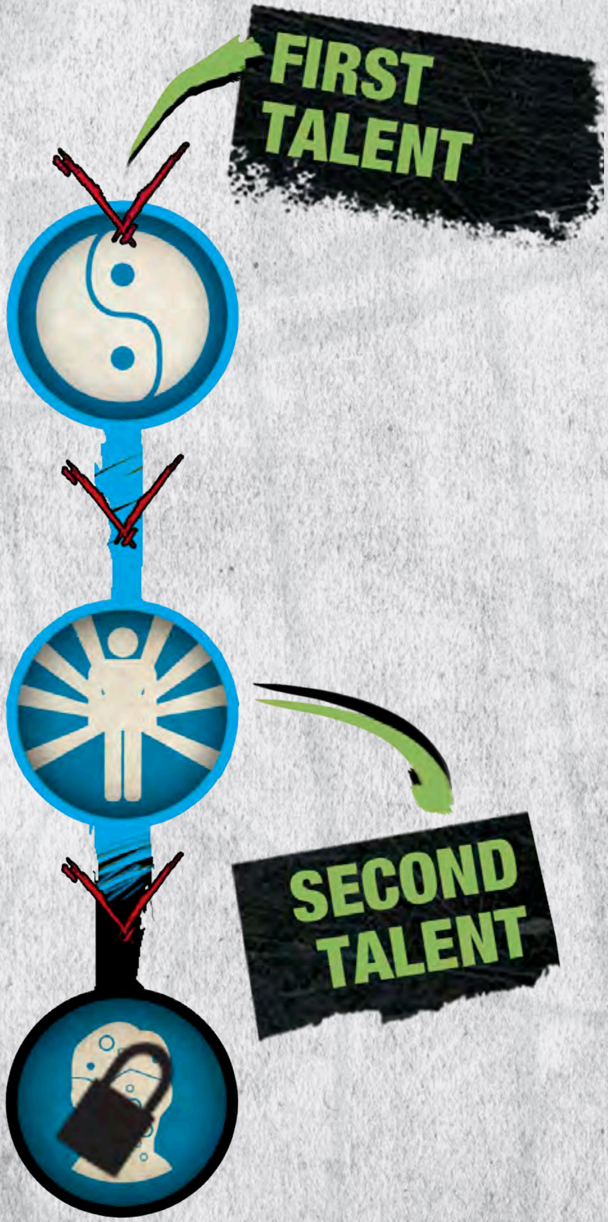
Each Talent is detailed with a specific way of using it in Judge Dredd. There are four different ways to use Talents.

Passive: These Talents are always in effect and a player does not have to specify that he is using it.
Action (X): These Talents are triggered by using the action specified in their description.
Activate (X): These Talents require a Special action to be used to activate them. Some of these Talents must be immediately followed by another action specified in the description. They thus take longer to use than other Talents.
Campaign: These Talents are not used during battles but will come into affect between battles during an extended campaign.

Note that one action cannot be used for two Talents. For example, a Hero cannot use Rapid Shot and Critical Shot (hoping to get two chances of seriously damaging an enemy!) in the same Shoot action. He would have to expend two Shoot actions, doing a Critical Shot first, followed by a Rapid Shot.

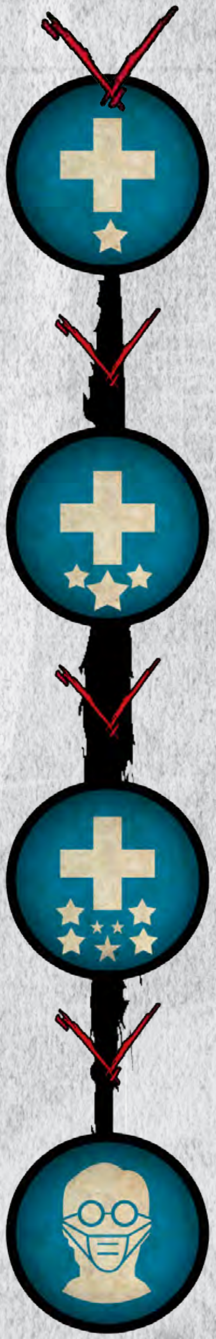
SKILL TALENTS

Skill Talents are abilities anyone can learn, given time. Some are not used during combat but can benefit a force over a long period of time. Others are essential to any character expecting to engage in battle.



HANDS OF A HEALER

This Hero has had either formal or informal medical training, enabling him to administer emergency care after a battle. This makes him extremely popular among his friends.



MEDIC

Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal one injury. This will negate one characteristic penalty that has resulted from injury (except those resulting from a body part being torn off). For example, if a model sustained a crippling injury to the head, then using Medical Care would allow it to remove the penalty to its Shoot, Psi, or Will characteristics.

NURSE

Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal injuries. He may now negate two characteristic penalties that have resulted from injury (except those resulting from a body part being torn off).

DOCTOR

Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal injuries. He may now negate three characteristic penalties that have resulted from injury (except those resulting from a body part being torn off).

SURGEON

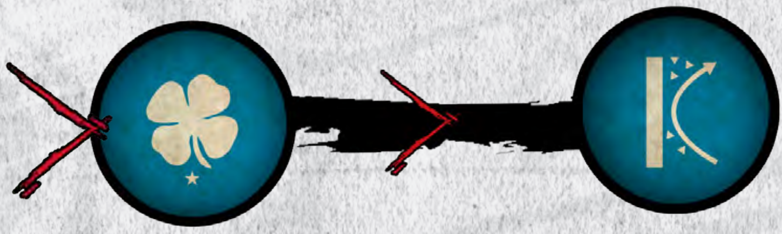
Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal injuries. He may now negate four characteristic penalties that have resulted from injury. If a body part has been torn off, the Hero can make a Will check. If he succeeds, the body part can be reattached and up to four characteristic penalties restored as normal.

STREETWISE

This Hero is wise to the streets and feels the ebb and flow of citizen, perp and Judge alike. He always seems to know exactly what to do in any situation.



LUCK OF GRUD

Type: Skill
Use: Passive

Maybe the Hero was born under a lucky star, perhaps he is favoured by Grud. Whatever the reason, others look on with amazement at what the Hero gets away with, wondering how he can be so Grud-damned lucky! This Talent may be selected up to three times. The Hero gets one free re-roll per battle for every time he has taken the Talent, and this may be used for any dice roll it makes during a battle.

SLIPPERY

Type: Skill
Use: Campaign

No matter how bad the situation is, this hard-nosed Hero will always find his way home, no matter the odds. This Hero may never be taken hostage and always returns to his force at the end of a fight. If the Hero is ever arrested, make an Agility check. If the Hero succeeds, it manages to escape even judicial custody and returns to his force as normal.

GREASE MONKEY

This Hero has an innate gift when it comes to vehicles. He understands their workings completely, and has gained some renown for fixing and modifying them. This does not, however, guarantee he is any better at driving them…

BODGE 'N' FIX

Type: Skill
Use: Passive

By ensuring a vehicle is in pristine condition before a fight and then performing quick fixes when under fire, the Hero ensures it stays operational. Any vehicle the Hero is on board will have –1 deducted from the dice of any roll on the critical hit table.

CAN WE FIX IT?

Type: Skill
Use: Campaign

The Hero has a complete workshop, lots of spare parts and a gift for repairs. He may repair two Hits on a damaged vehicle for 1/10th the vehicle's cost, instead of just one.

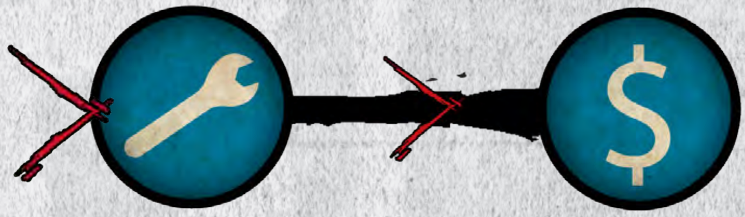
PIMPED OUT

Type: Skill
Use: Campaign

The vehicle's worked over by this Hero stand out from the crowd and are typically loaded down with modifications and customisation. Vehicle's owned by the Hero's force never have their Move reduced for multiple modifications.

CONNECTED

The Hero has lived his life on the streets, and always knows someone who knows someone. Where others work hard to earn a living, this Hero seems to have everything fall into his lap. Judges may never choose from this Talent tree.



FIXER

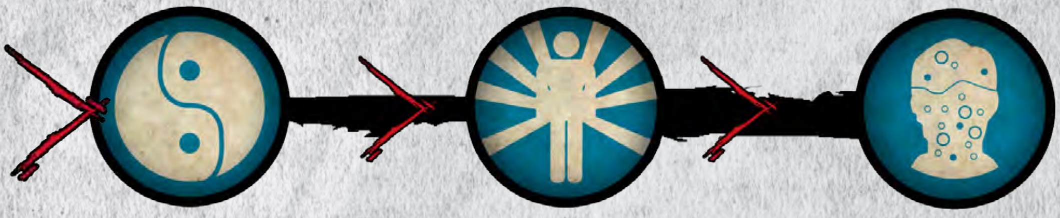
Type: Skill
Use: Campaign
The Hero has connections and can always call in a favour. Every battle, one Mercenary may be used regardless of whether the force is out-matched by its enemy or not, and they will deduct half their normal cost from the revenue the force receives after the battle is complete. The maximum cost of the Mercenary is 100 Credits for every level the Hero has.

WEALTHY

Type: Skill
Use: Campaign
The Hero is used to the better things in life, either through the right contacts or by having a huge stack of Credits in a safe account. The Hero may double the maximum Credit value of equipment, armour and weapons he may usually have.

HEALTHY BODY, HEALTHY MIND

For this Hero, the body is more than just a vessel for the mind, and he has learned that clean living, exercise and ancient techniques can improve psychic ability.



CONCENTRATED MIND

Type: Skill
Use: Passive
Prerequisite: Psi +1 or higher
Rarely distracted by the swirl of combat around him, the Hero can unleash Psi Talents even when in contact with an enemy model.

THE POWER WITHIN

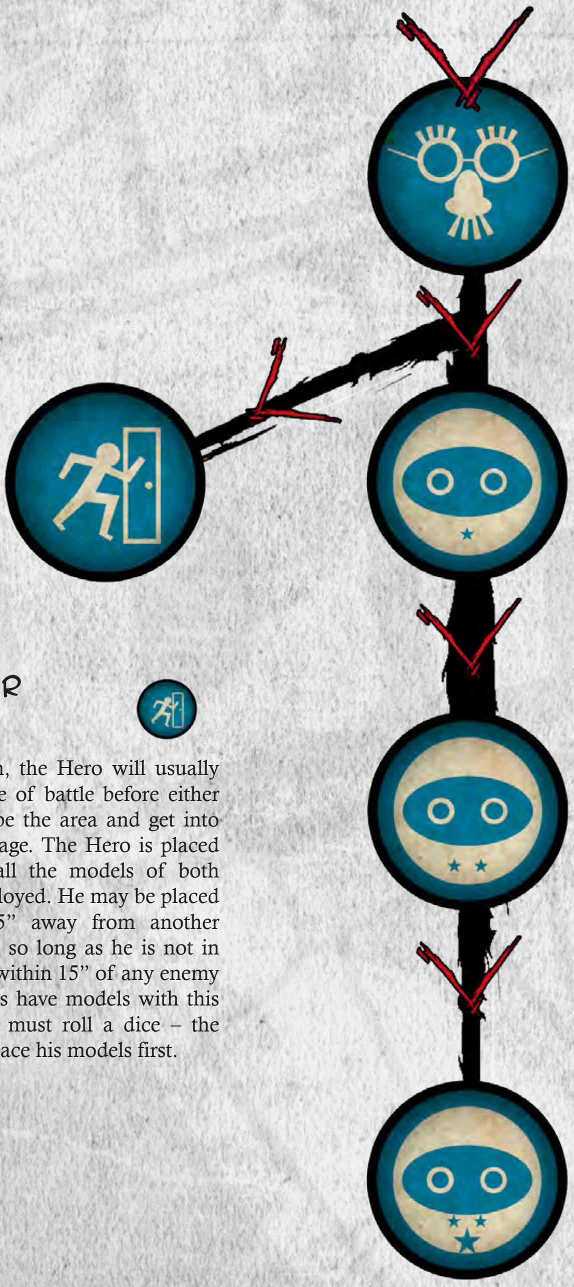
Type: Skill
Use: Passive
The Hero has tremendous psychic potential, and can continue manifesting Psi Talents long after others would be exhausted. The Hero gains a permanent +2 bonus to its Psi score.

CRITICAL RESERVES

Type: Skill
Use: Activate
The Hero has learned how to fuel his Psi Talents with his own physical reserves. This is a dangerous practice, but can save a Hero in serious trouble. The Hero deducts a number of Hits of his own choosing. For every Hit lost, he immediately gains 2 Psi.

SNEAKY DOES IT

Like a shadow, the Hero moves across the battlefield unseen, striking the enemy where they least expect it. These Talents may only be used of the Hero is in or behind cover when performing an action.



INFILTRATOR

Type: Skill

Use: Passive

Skilled at infiltration, the Hero will usually sneak onto the scene of battle before either force arrives, to scope the area and get into a position of advantage. The Hero is placed on the table after all the models of both forces have been deployed. He may be placed anywhere up to 15" away from another member of its force, so long as he is not in the Line of Sight or within 15" of any enemy model. If both forces have models with this Talent, both players must roll a dice – the lowest scoring will place his models first.

STEALTHY

Type: Skill

Use: Activate (Move)

The Hero has learned to fade from view. Until the beginning of the Hero's next Phase, enemies within 20" wishing to take any action against the Hero must succeed at an opposed Will check. If one enemy succeeds, then the Hero is no longer in Stealth. Enemies further away cannot take any action against the Hero.

SILENT ACTION

Type: Skill

Use: Activate (Move or Special)

While using Stealthy, the Hero may use perform quiet actions without revealing himself. After performing a Special action to activate Stealthy, the Hero may then choose either a Move or Special action without revealing himself.

SILENT KILLER

Type: Skill

Use: Activate

The Hero may now take Shoot and Melee actions while using Stealthy. However, he suffers a –1 penalty to his Melee and Shoot scores while doing so. If the Hero attacks while using Stealthy, he will automatically cause a critical hit. However, he will automatically break his Stealth as soon as the attack has been completed.

THE SHADOW

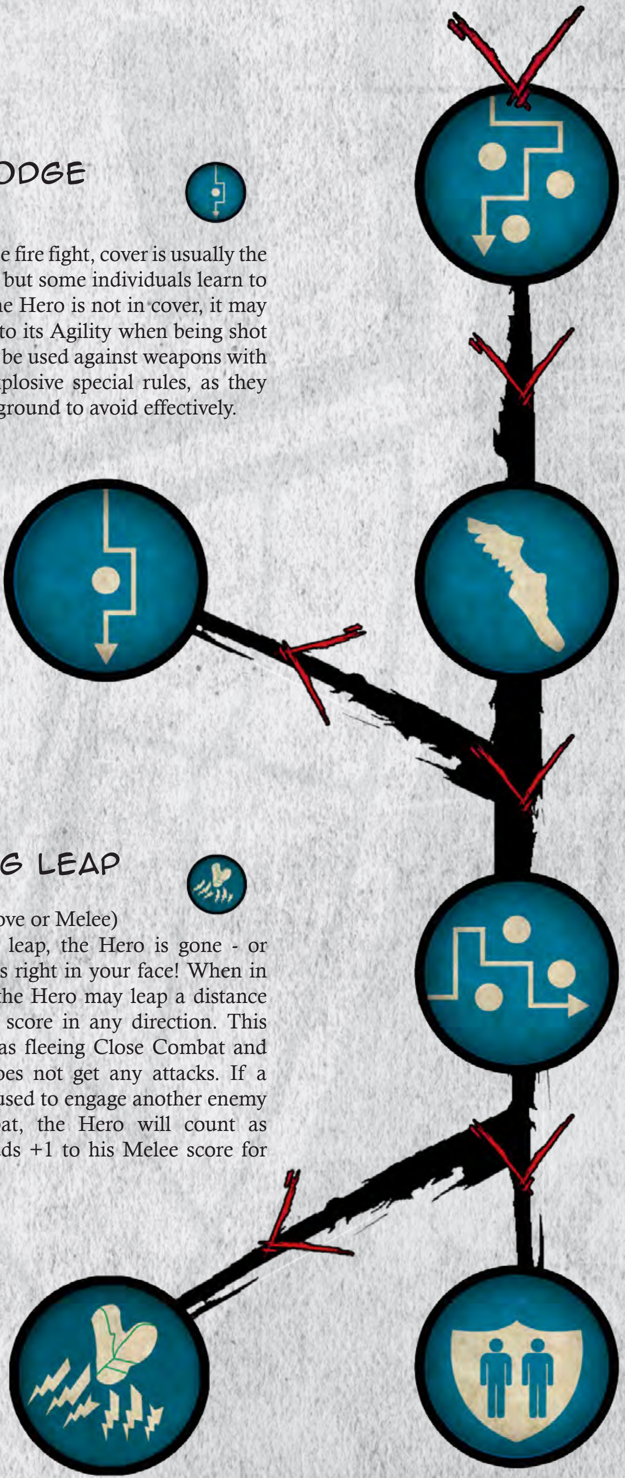
Type: Skill

Use: Activate

The Hero has mastered the art of stealth. He no longer suffers a penalty on Melee and Shoot scores while using Stealthy and gains a +2 bonus to his Will checks when opposing enemies trying to spot him. If the Hero attacks while using Stealthy, he will automatically cause a critical hit. Using The Shadow, he will not break his Stealth after a shooting attack – he can choose to remain in Stealth until an enemy spots him.

SWIFT AND DEADLY

The Hero is exceptionally lithe and athletic, able to jump obstacles and slip past enemies without missing a step. Difficult to pin down, it can sometimes seem as though the Hero is in two places at once.



AGILE

Type: Skill
Use: Passive
Prerequisite: Agility +1 or higher
Lithe and nimble, the Hero may re-roll any failed Agility checks. This does not include rolls where you add Agility to avoid being hit in combat! A check is where you need to roll 6 or more on a dice for success after adding your Agility.

QUICK DODGE

Type: Skill
Use: Passive
During an intense fire fight, cover is usually the first port of call, but some individuals learn to do without. If the Hero is not in cover, it may add a +1 bonus to its Agility when being shot at. This may not be used against weapons with the Spray or Explosive special rules, as they cover too much ground to avoid effectively.

LIGHT FOOT

Type: Skill
Use: Action (Move)
During a Move action, the Hero can make an Agility check able to jump over any obstacle up to 1" high without any Move penalty. If the Agility check is failed, the Hero will stop at the obstacle, losing any subsequent move still available.

DUCK & WEAVE

Type: Skill
Use: Passive
Having spent a long time in fire fights, the Hero has learnt the benefits of keeping its head down when the bullets start flying. The Hero gains a +1 bonus to any Agility checks he is eligible to make against shooting attacks so long as he is already benefiting from Cover. He does not gain any extra benefit from Cover against close combat attacks, nor does he gain any benefit if it is not within cover.

LIGHTNING LEAP

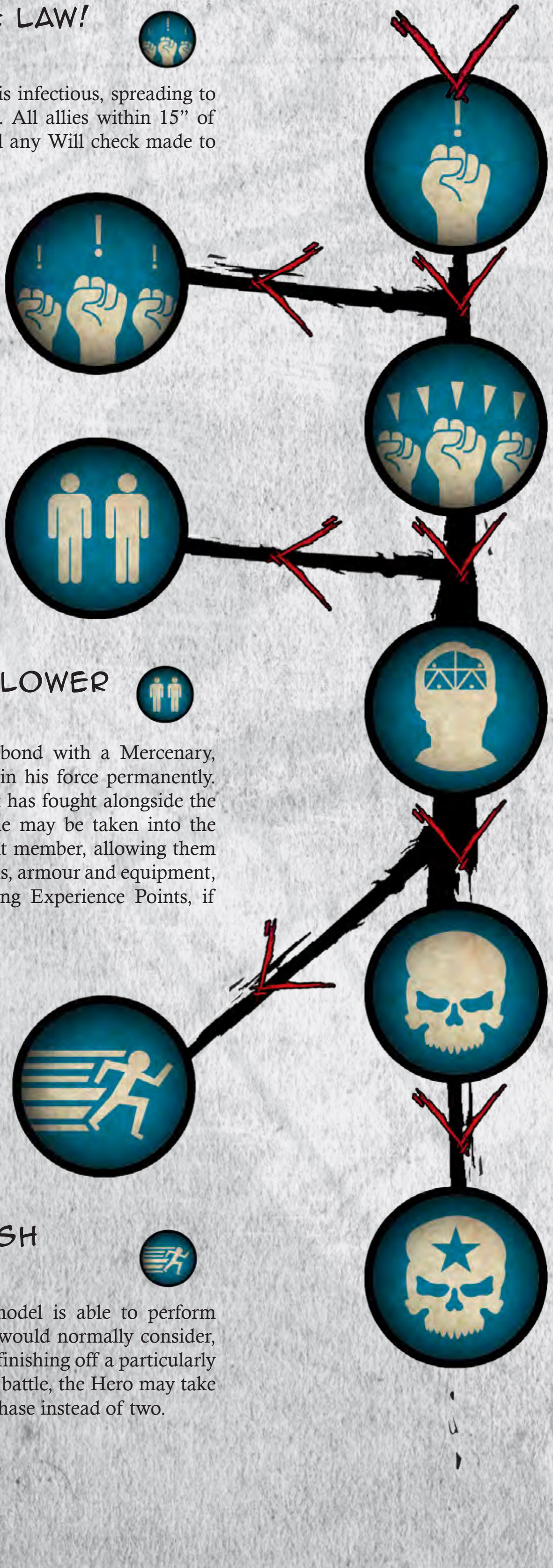
Type: Skill
Use: Action (Move or Melee)
With a graceful leap, the Hero is gone - or suddenly appears right in your face! When in Close Combat, the Hero may leap a distance up to his Move score in any direction. This does not count as fleeing Close Combat and his opponent does not get any attacks. If a Melee action is used to engage another enemy in Close Combat, the Hero will count as charging and adds +1 to his Melee score for this action.

ENEMY SHIELD

Type: Skill
Use: Passive
There is no better cover than an enemy when the bullets starting flying and the Hero is adept at positioning itself so incoming shots will strike opponents in close combat. When a shooting attack is made into close combat, the Hero gains a +3 bonus to the dice roll made to determine whether a friend or an enemy is actually hit.

TRUE HERO

This Hero is unshakable in his beliefs, or simply knows no fear – he may possibly be crazy. However, his example of grace under fire is infectious and can steady allies who might otherwise run.



DROKK THE LAW!

Type: Skill
Use: Passive
The Hero's bravery is infectious, spreading to the rest of his force. All allies within 15" of the Hero may re-roll any Will check made to resist arrest.

LOYAL FOLLOWER

Type: Skill
Use: Campaign
The Hero forms a bond with a Mercenary, inspiring them to join his force permanently. One Mercenary that has fought alongside the force in a past battle may be taken into the force as a permanent member, allowing them to be bought weapons, armour and equipment, and to start acquiring Experience Points, if they are a Hero.

HEROIC RUSH

Type: Skill
Use: Passive
A true hero, this model is able to perform acts that no mortal would normally consider, flanking enemies or finishing off a particularly hard rival. Once per battle, the Hero may take three actions in its Phase instead of two.

BRAVE

Type: Skill
Use: Passive
There is not much that terrifies this Hero. All Will checks the Hero is called upon to make for Will to Fight purposes may be re-rolled.

INSPIRE

Type: Skill
Use: Passive
Having fought with his allies through thick and thin and saved their lives many times, the mere presence of this Hero is a great boost to morale. Every friendly model within 12" of the Hero gains a +1 bonus to all Will checks made for resisting arrest and Will to Fight purposes.

NERVES OF STEEL

Type: Skill
Use: Passive
Prerequisite: Inspire
Even when in great danger, the Hero is utterly unflappable, heedless of his own safety. The Hero will automatically pass all Will checks made for Will to Fight purposes.

DIE HARD

Type: Skill
Use: Passive
The Hero is an ornery brute and refuses to die! If the Hero is reduced to 0 Hits, make a Will check immediately. If failed, the model is removed as normal. If successful, the Hero immediately regains one Hit and may continue fighting. The Hero must continue to make successful Will checks at the start of each of its Phases in order to continue fighting. Failure will result in him being removed from the table as a casualty. If the Hero takes more damage and loses another Hit while benefiting from the Die Hard Talent he is automatically removed from the table as a casualty.

DIE HARDER

Type: Skill
Use: Passive
If a Hero takes damage and loses a Hit while benefiting from the Die Hard Talent, having already been reduced to 0 Hits previously, he makes an additional Will check immediately. If failed, the Hero is removed as normal. If successful, the Hero immediately regains one Hit and may continue fighting. The Hero must continue to make successful Will checks at the start of each of its Phases in order to continue fighting. Failure will result in him being removed from the table as a casualty. If the Hero takes further damage while benefiting from the Die Harder Talent, additional Will checks will need to be made to be able to continue fighting.

BIKER GROOVE

Born to the saddle, this Hero is a master on two wheels, and can perform incredible feats while mounted on a bike. Biker gangs across the city and throughout the Cursed Earth speak of this Hero not in terms of notoriety, but of legend.

Note: These Talents may only be used when the Hero is mounted on a bike.

HUNKER DOWN

Type: Skill
Use: Passive

When fire is incoming, the Hero has learned to keep his head down. Whenever subjected to a shooting attack, a –1 modifier is applied to the roll that determines whether the bike or the Hero is hit.

DRIVE-BY BOOT

Type: Skill
Use: Action (Melee)

If the Hero has travelled at least 5" on his bike before he moves into contact with an enemy, then a Drive-by Boot can be executed with one of the Hero's close combat weapons. This attack uses only a single Melee Dice but doubles any Damage caused with a +1 bonus to the Hero's Melee score. After this attack is complete, Move the Hero 2" in any direction away from the Model it attacked. He may not use this Movement to enter Close Combat with another Model.

DODGEM

Type: Skill
Use: Passive

The Hero has almost supernatural reflexes and a constant awareness of anything nearby that is larger than himself. Whenever a vehicle with more Hits than his bike attempts to ram him, the Hero may re-roll his opposed Agility check in order to get out of the way.

WHEELIE

Type: Skill
Use: Activate (Melee)

By gunning his engine, the Hero rears his bike up and runs over his enemies at speed while using the bulk of his bike as a shield. If the Hero has travelled at least 5" on his bike before he moves into contact with an enemy, then a Wheelie can be executed. The Hero rolls just one Melee Dice, but uses his bike as a weapon. The bike itself will have a Damage score of 2 and AP -3. In addition, the Hero gains a +1 bonus to his Armour until the start of his next Phase.

MIDNIGHT SURFER

Countless hours of practice on power boards have paid off, and this Hero is a true master of the skies, capable of pulling off stunts and tricks that seem to defy the laws of physics.

JINKER

Type: Skill
Use: Passive

Able to turn on a 10 Credit piece, the Hero manoeuvres to avoid incoming fire. While on a Power Board, the Hero may re-roll his Agility whenever subjected to a shooting attack. However this re-roll suffers a cumulative –1 penalty for every shooting attack made after the first.

STUNT SURFER

Type: Skill
Use: Activate (Move)

Every great sky surfer has a signature move, one that identifies him to all other sky surfers and their fans (and the Judges). Using this Talent, the Hero performs his signature move high above the raging battle. He may not be attacked by any weapon with a Range less than 40" for the rest of this turn. He must then make an Agility check. If he succeeds, he suitably inspires the rest of his force, giving them a +1 bonus to all Will to Fight checks for the rest of the turn. If he fails, he will become a laughing stock and the rest of his force will suffer a –1 penalty on all Will to Fight checks for the rest of the turn.

PRECISION DROP

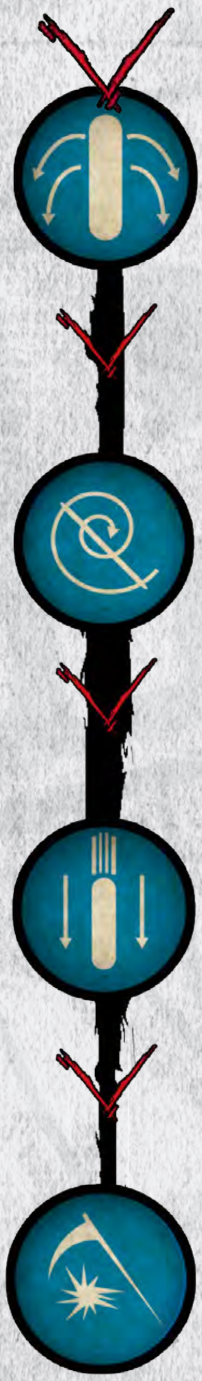
Type: Skill
Use: Activate (Move)

The Hero has trained long and hard to make precision drops while travelling at high speed – he can now drop a grenade down the smallest of hatches. A shooting attack with a single grenade may be made at any point along the Hero's movement when he uses a power board.

SCYTHING ATTACK

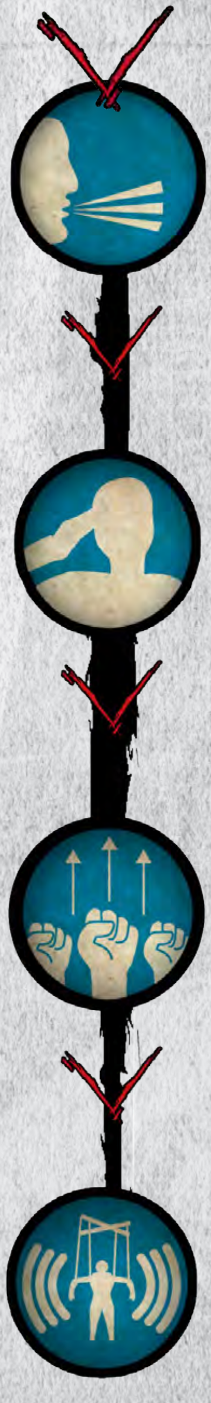
Type: Skill
Use: Action (Melee)

Having trained to fly very close to the ground while weaving in-between enemies, the Hero launches a devastating power board-borne attack. The Hero may perform a Melee action while mounted on a power board. He may only ever roll one Melee Die in any close combat, but will add +1 to the Damage of any weapon he uses. After the Melee action has been completed, the next action performed must be a Move action to flee close combat. Note that this is an exception to models on power boards not being able to enter Close Combat.



LEADER OF MEN

The Hero knows the ways of command, and has an authority that rivals that of a senior Judge. Followers instinctively obey his commands, even in the heat of battle and the mere presence of this Hero can mean the difference between victory and defeat as one well-led, highly-disciplined force smashes into another that is disorganised and where every member thinks only of himself.



VOICE OF COMMAND

Type: Skill
Use: Passive

So long as the Hero is around and shouting out orders, all other models in the force become naturally more courageous and more resistant to the wiles of the enemy. Every model within 12" of the Hero gains a +1 bonus to all Will checks.

LOYAL BODYGUARD

Type: Skill
Use: Passive

Select one Hero or Minion in the same force as this Hero. This model has attained an undying loyalty to his leader and will gladly sacrifice himself if it means the Hero will go on to greater things. So long as this model remains within 1" of the Hero, any shooting attack aimed at the Hero may instead be directed towards the loyal bodyguard.

INSPIRE AND ELEVATE

Type: Skill
Use: Campaign

When calculating victories and updating rosters in a campaign, choose one Minion in the force that survived the last battle. This Minion then makes a Will check. If it succeeds, it is automatically made a Hero, without having to survive for five full battles.

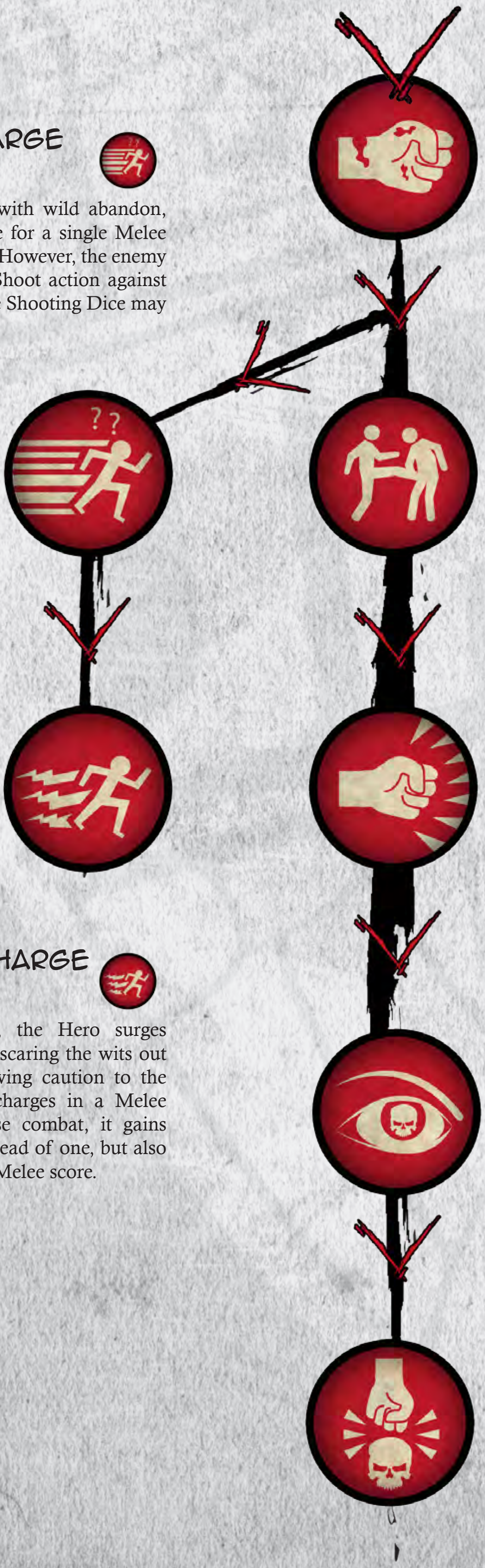
TOTAL TACTICAL CONTROL

Type: Skill
Use: Passive

The Hero has studied his tactics well, and knows when to launch a suicidal assault and when discretion is the better part of valour. A force with this Hero is never forced to take Will to Fight checks. Instead, all models may voluntarily fail a Will to Fight check (and thus retreat from the fight) at any time after 25% of more casualties have been taken (rounding down). Alternatively, Will to Fight checks can be ignored altogether, with the force fighting to the last man if necessary! As soon as the Hero is removed as a casualty, however, Will to Fight checks are taken as normal.

ALLEYWAY FIGHTER

Thumbing his nose at martial arts or professional fighting schools, this Hero learned everything he needed to know on the darkest streets, at night. All martial and no art, he is nonetheless effective.



CARELESS CHARGE

Type: Weapon
Use: Action (Melee)

The Hero charges forth with wild abandon, and may double its Move for a single Melee action to reach an enemy. However, the enemy may take an immediate Shoot action against the Hero, though only one Shooting Dice may be used.

THUNDERING CHARGE

Type: Weapon
Use: Action (Melee)

With an almighty roar, the Hero surges forward in close combat, scaring the wits out of any enemy and throwing caution to the wind. When the Hero charges in a Melee action to first enter close combat, it gains two extra Melee Dice instead of one, but also suffers a –1 penalty to its Melee score.

DIRTY FIGHTING

Type: Weapon
Use: Action (Melee)

The Hero tries to incapacitate a target. If the Hero causes damage against an opponent with this Melee attack, no damage is caused. Instead, the enemy must make a Will check. If the check is failed, the enemy will recieve a Stun.

BELOW THE BELT

Type: Weapon
Use: Action (Melee)

The Hero delivers a swift and unsportsmanlike kick to the target. In addition to suffering normal damage, the enemy must pass a Will check or suffer a –1 penalty to its Move and Melee scores until the end of its next Phase.

DEADLY STRIKE

Type: Weapon
Use: Activate (Melee)

The Hero makes a swift strike at a vulnerable area on the target. This attack gains an additional –2 to the AP score of the Hero's weapon.

JUST PLAIN LETHAL

Type: Weapon
Use: Passive

The Hero has a keen eye for weak spots. The dice roll needed to cause a critical hit with a Melee attack (normally a 10) is always reduced by one.

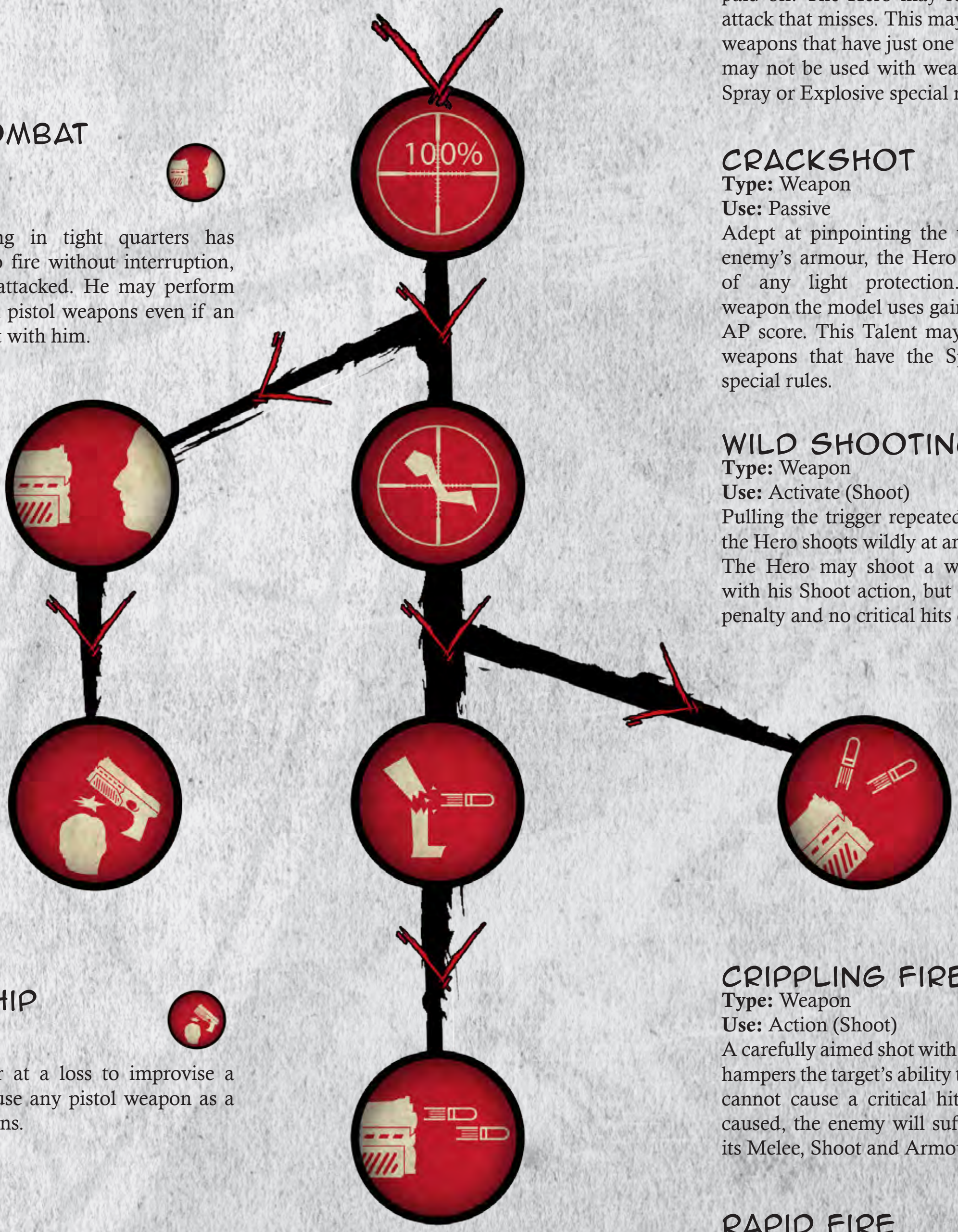
MIGHTY BLOW

Type: Weapon
Use: Passive

The Hero puts extra weight and effort behind a single strike. He only rolls one Melee Die for this attack. If it hits, the blow is an automatic critical hit that quadruples Damage rather than doubling it, and unless the target succeeds at a Will check, it will also suffer a –1 penalty to its Move score.

GUNSLINGER

A veteran of many fire fights, this Hero knows how to handle a gun. Skilled with the use of all firearms from pistols to heavy weapons, there is no one more dependable in battle.



CLOSE COMBAT SHOOTER

Type: Weapon
Use: Passive
Experience fighting in tight quarters has taught the Hero to fire without interruption, even when being attacked. He may perform Shoot actions with pistol weapons even if an enemy is in contact with him.

PISTOL WHIP

Type: Weapon
Use: Passive
The Hero is never at a loss to improvise a weapon, and can use any pistol weapon as a club in Melee actions.

ACCURATE

Type: Weapon
Use: Action (Shoot)
Prerequisite: Shoot +1 or higher
Long hours training as a marksman have paid off. The Hero may re-roll any shooting attack that misses. This may only be used with weapons that have just one Shooting Dice and may not be used with weapons that have the Spray or Explosive special rules.

CRACKSHOT

Type: Weapon
Use: Passive
Adept at pinpointing the weak points in an enemy's armour, the Hero makes a mockery of any light protection. Every shooting weapon the model uses gains a –1 bonus to its AP score. This Talent may not be used with weapons that have the Spray or Explosive special rules.

WILD SHOOTING

Type: Weapon
Use: Activate (Shoot)
Pulling the trigger repeatedly on his weapon, the Hero shoots wildly at anything that moves. The Hero may shoot a weapon three times with his Shoot action, but all dice suffer a –2 penalty and no critical hits can be scored.

CRIPPLING FIRE

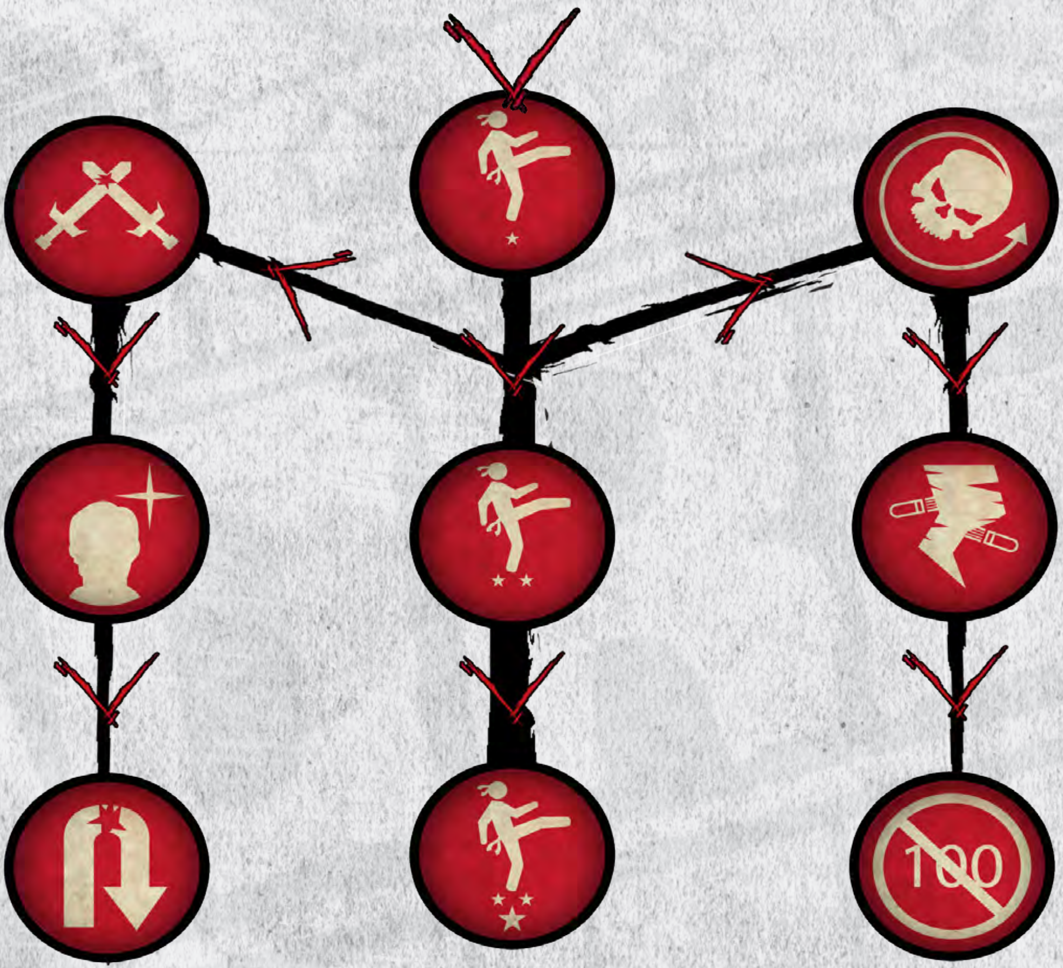
Type: Weapon
Use: Action (Shoot)
A carefully aimed shot with a shooting weapon hampers the target's ability to fight. This attack cannot cause a critical hit but if damage is caused, the enemy will suffer a –1 penalty to its Melee, Shoot and Armour scores.

RAPID FIRE

Type: Weapon
Use: Action (Shoot)
Speed wins out over power as the Hero fires more rapidly with a shooting weapon. The Hero gains +1 Shooting Dice but cannot cause any critical hits.

HE KNOWS KUNG FU

Whether a student of ancient martial arts, or simply having watched too many action videos, the Hero has honed his own body into a weapon. Few are his equal in close combat.



PARRY

Type: Weapon
Use: Passive
This Hero is adept at knocking aside an enemy's attacks. You may force your opponent to re-roll one of his Melee Dice.

COMBAT AWARENESS

Type: Weapon
Use: Passive
The Hero is always aware of their surroundings. Multiple attackers will not gain the usual bonus +1 to Melee against the Hero.

HIT AND RUN

Type: Weapon
Use: Action (Move)
Get in and get out, that is the only way to survive on the streets of Mega-City One. The Hero is adept at slipping in and out of close combat, tying up an enemy long enough for his allies to succeed in their objectives. When trying to flee from close combat, the Hero makes an opposed Will check with his opponent. If this is successful, the Hero may automatically disengage in complete safety, without having to fight another round of close combat.

MARTIAL ARTIST

Type: Weapon
Use: Passive
Prerequisite: Melee +1 or higher
After many years of study and dedication, the Hero has become a fair martial artist. Their Fists & Feet attacks no longer have the Weak special rule.

BLACK BELT MARTIAL ARTIST

Type: Weapon
Use: Passive
The Hero enjoys some renown as a martial artist. Their Fists & Feet attacks now have Damage 2.

CALL ME MASTER

Type: Weapon
Use: Passive
Prerequisite: Melee +3 or higher
The Hero has few peers in the field of unarmed combat. Their Fists & Feet attacks now have the Smasher special rule, along with Damage 3 and AP -2.

DANCE OF DEATH

Type: Weapon
Use: Passive
Once per turn if the Hero removes an enemy as a casualty in close combat, he may make an immediate, bonus Melee action. This Talent may not be used by a Flyer or by a model on a vehicle.

GUN KATA

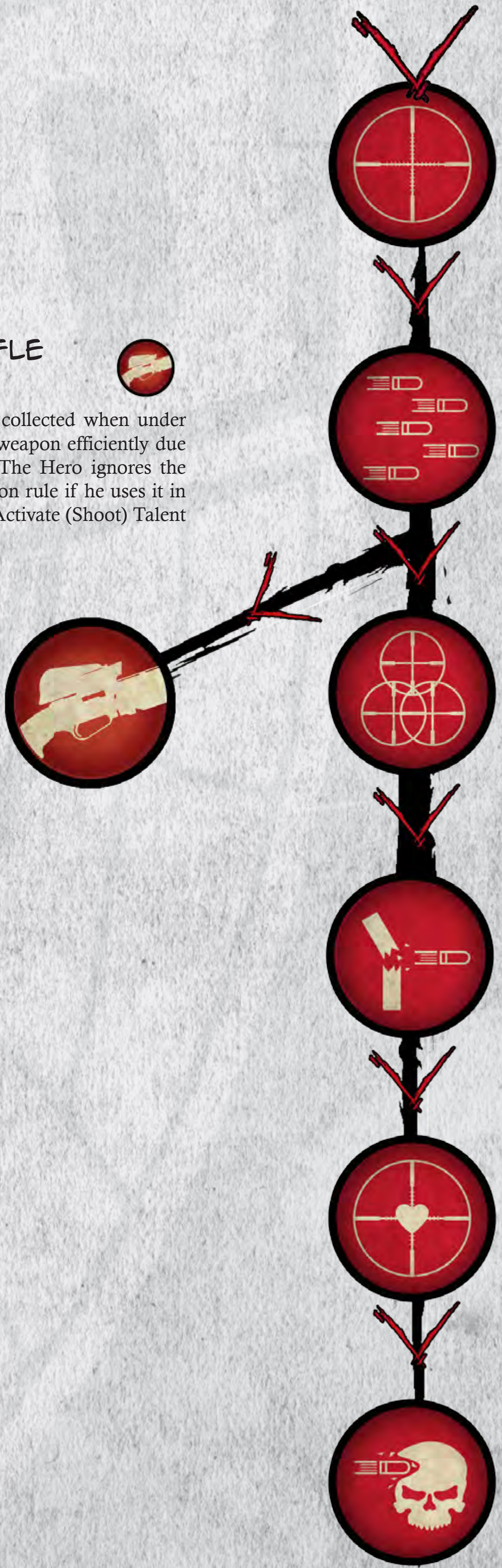
Type: Weapon
Use: Action (Shoot)
Prerequisite: Close Combat Shooter, Dual Pistol Mastery, Shoot +3 or higher
The Hero flies into a whirling dance of death, striking out at surrounding enemies with two pistol weapons. The Hero rolls two Shooting Dice against every enemy in contact with him

NUMBERS COUNT FOR NOTHING

Type: Weapon
Use: Passive
Prerequisite: Agility +3 or higher
Never overcome by the weight of numbers, the Hero can uses multiple attackers against one another with a combination of ducks and throws. The Hero gains one extra Melee Dice for every attacker in contact with him beyond the first.

SNIPER ARTIST

There is nothing more dangerous than this Hero with a rifle weapon. Skilled at hitting targets at great range, he is a superlative shot.



THIS IS MY RIFLE

Type: Weapon
Use: Passive
The Hero is calm and collected when under fire, able to handle his weapon efficiently due to prolonged training. The Hero ignores the Complex Special Weapon rule if he uses it in combination with any Activate (Shoot) Talent under Sniper Artist

AIM

Type: Weapon
Use: Activate (Shoot)
Prerequisite: Shoot +2 or higher
The Hero carefully places each shot for maximum effect with a rifle weapon. This decreases his rate of fire, but grants a +1 bonus to Shoot and AP, as well as decreasing the dice roll needed to cause a critical hit (normally a 10) by one.

SUPPRESSING FIRE

Type: Weapon
Use: Activate (Shoot)
The Hero's shots hamper foes when using a rifle weapon. Each successful attack deals regular damage and also inflicts a –1 penalty to the target's Melee and Shoot scores until the end of its next Phase.

SNIPER NEST

Type: Weapon
Use: Activate (Shoot)
Taking best advantage of cover when using a rifle weapon, the Hero receives a bonus to defence but slows his rate of fire. He gains a +2 bonus to Armour until the start of his next Phase.

ARMOUR CRACKER

Type: Weapon
Use: Action (Shoot)
The Hero fires a shot with a rifle weapon designed to open up a weak spot in the target's armour. The attack deals normal damage if it hits and inflicts an additional –2 penalty on the target's Armour.

CRITICAL SHOT

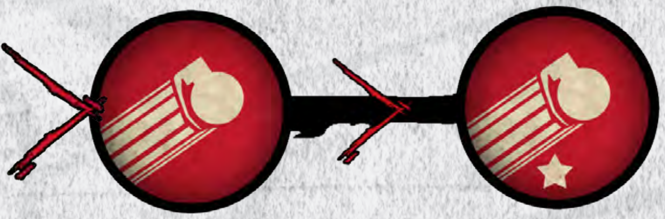
Type: Weapon
Use: Activate (Shoot)
Prerequisite: Armour Cracker, Shoot +3 or higher
The Hero finds a chink in the target's defences when using a rifle weapon. The attack increases its AP by –2 and, if successful, will automatically be a critical hit.

ONE SHOT, ONE KILL

Type: Weapon
Use: Activate (Shoot)
Prerequisite: Critical Shot, Shoot +4 or higher
The Hero fires a deadly shot with a rifle weapon. If it hits, the attack will be an automatic critical hit that quadruples damage instead of doubling it.

DEMOLITION MAN

There is nothing this Hero likes more than a big bang, preferably at his instigation. He is an expert in all forms of explosives.



FRAG OUT!

Type: Weapon
Use: Passive

Using an innate ability, as well as a strong arm, the Hero can increase the Range of grenade weapons by 50% more than normal.

LONG LOB

Type: Weapon
Use: Passive

The Hero has an uncanny ability to throw a grenade to just where it is needed. All grenades thrown by the Hero gain the Artillery special rule.

TWIN SHOOTER

Some cheap punks carry two pistols into battle because they think it makes them look hard. This Hero is different – he actually *knows* how to use two pistol weapons at once.

DUAL SHOOTER

Type: Weapon
Use: Passive
Prerequisite: Shoot +2 or higher

The Hero shoots with two pistol weapons simultaneously. The damage he deals gains a +1 bonus, but none of his attacks may be critical hits. Note that he still only rolls Shooting Dice for one of the Pistols (his choice which).

DUAL PISTOL MASTER

Type: Weapon
Use: Passive
Prerequisite: Shoot +3 or higher, Agility +2 or higher

The Hero has become proficient fighting with two pistols, and now gains an extra Shooting Die with one pistol weapon when wielding another in his other hand.

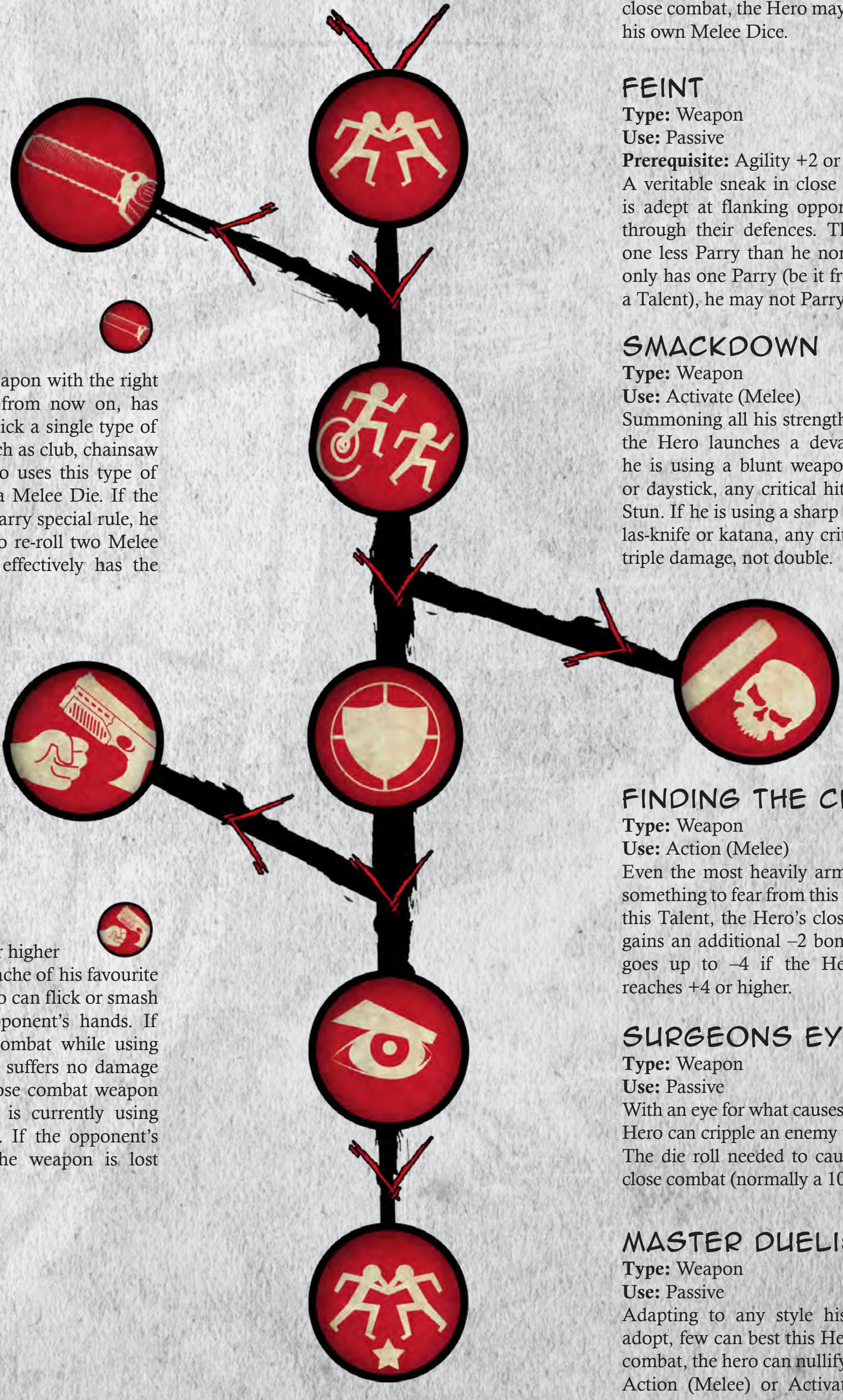
PUNISHER

Type: Weapon
Use: Activate (Shoot)
Prerequisite: Shoot +4 or higher

The Hero makes multiple shots against a target when using two pistol weapons. If two or more attacks hit, one will be an automatic critical hit and the enemy must make two Will checks. If the first is failed, the enemy will suffer a –1 penalty to Melee and Armour for the rest of the battle. If the second is failed, the enemy will suffer a Knockdown.

UP CLOSE AND PERSONAL

While many on the streets of Mega-City One swear by their guns, this Hero knows nothing beats the rush he gets when things are up close and personal. And nothing is as personal as a chainsaw or club with six-inch spikes! These talents may not be used with Fists & Feet.



THIS IS MY CHAINSAW

Type: Weapon
Use: Passive
The Hero has found a weapon with the right balance and heft – and from now on, has chosen to use no other. Pick a single type of close combat weapon (such as club, chainsaw or knife). When the Hero uses this type of weapon he gains an extra Melee Die. If the weapon already has the Parry special rule, he may force an opponent to re-roll two Melee Dice (the weapon now effectively has the Parry special rule twice).

DISARM

Type: Weapon
Use: Action (Melee)
Prerequisite: Melee +4 or higher
With all the flair and panache of his favourite vid-screen actors, the Hero can flick or smash a weapon out of an opponent's hands. If the Hero wins a close combat while using this Talent, his opponent suffers no damage but will lose whatever close combat weapon (except fists & feet!) he is currently using for the rest of the battle. If the opponent's force loses the battle, the weapon is lost permanently.

SKILLED AND DEADLY

Type: Weapon
Use: Passive
Prerequisite: Melee +2 or higher
Having been involved in more close scrapes than he can remember, the Hero knows how to best launch his attacks. In every round of close combat, the Hero may re-roll any one of his own Melee Dice.

FEINT

Type: Weapon
Use: Passive
Prerequisite: Agility +2 or higher
A veritable sneak in close combat, the Hero is adept at flanking opponents and carving through their defences. The opponent uses one less Parry than he normally has – if he only has one Parry (be it from his weapon or a Talent), he may not Parry at all!

SMACKDOWN

Type: Weapon
Use: Activate (Melee)
Summoning all his strength, agility and skill, the Hero launches a devastating attack. If he is using a blunt weapon, such as a club or daystick, any critical hit will also cause a Stun. If he is using a sharp weapon, such as a las-knife or katana, any critical hit will cause triple damage, not double.

FINDING THE CHINK

Type: Weapon
Use: Action (Melee)
Even the most heavily armoured enemy has something to fear from this Hero. When using this Talent, the Hero's close combat weapon gains an additional –2 bonus to its AP. This goes up to –4 if the Hero's Melee score reaches +4 or higher.

SURGEONS EYE

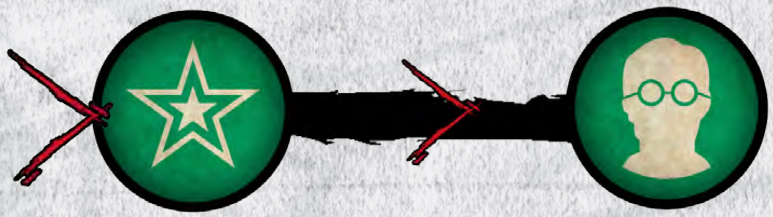
Type: Weapon
Use: Passive
With an eye for what causes the most pain, the Hero can cripple an enemy with a single blow. The die roll needed to cause a critical hit in close combat (normally a 10) is reduced by 1.

MASTER DUELIST

Type: Weapon
Use: Passive
Adapting to any style his enemy cares to adopt, few can best this Hero. When in close combat, the hero can nullify the effects of one Action (Melee) or Activate (Melee) Talent a single opponent attempts to use. It will instead become a normal Melee action.

JUDICAL PRODIGY

Some Judges just seem born to the streets, and have an uncanny instinct or sixth sense when it comes to administering the Law.



ACADEMY STAR

Type: Judge
Use: Passive

This Judge excelled at the Academy of Law, passing every test with flying colours through sheer dogged determination. The Judge permanently gains +1 Will or +1 Hits.

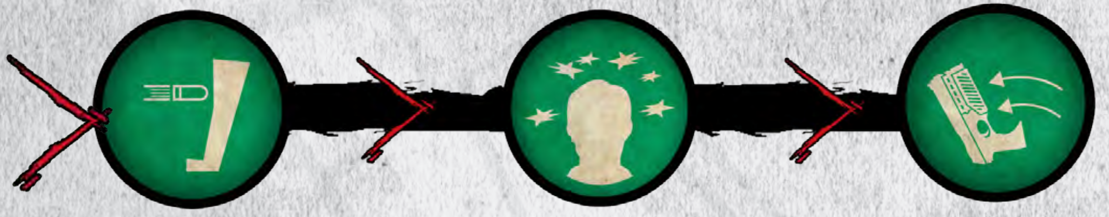
SITUATIONAL AWARENESS

Type: Judge
Use: Action (Melee)
Prerequisite: Will +2 or higher

Among Judges there are those who have an uncanny knack of being in the right place at the right time, doing the right thing. Once per game, the Judge may go onto Alert Status after he has completed his actions, even if he has already performed actions.

SHOOT TO WOUND

Shooting a fleeing perp in the back may be satisfying, but it is not justice. This Judge always prefers to take criminals alive so they can better understand the weight of their crimes in an iso-cube.



LEG SHOT

Type: Judge
Use: Action (Shoot)
Prerequisite: Shoot +3 or higher

The Judge lets fly with a shot, winging a target's leg. This Talent can only be used with the Standard Execution rounds of a Lawgiver, and only one Shooting Dice may be rolled. If the target is successfully hit, it will not lose any Hits but instead will not be able to perform any Move or Melee actions in its next Phase. Leg Shot will not work on vehicles, or any model with more than two legs, but will work on models using jetpacks, power boards and bat gliders.

STUN SHOT

Type: Judge
Use: Action (Shoot)

The Judge knows how to cause maximum confusion in his targets, forcing them to keep their heads down until other Judges can move into position and make an arrest. When using this Talent, every successful shooting attack the Judge makes (no matter how many Shooting Dice are rolled in a single Shoot action) that deducts at least one Hit from the target will also cause a Stun.

DISARMING SHOT

Type: Judge
Use: Activate (Shoot)
Prerequisite: Shoot +4 or higher, Agility +3 or higher

Snapping off a shot, the Judge accurately targets his enemy's weapon, sending it spiralling away and out of reach. This Talent can only be used with the Standard Execution rounds of a Lawgiver, and only one Shooting Die may be rolled. If the target is successfully hit, it will not lose any Hits but instead lose one weapon of the Judge player's choice. This weapon may not be used for the rest of the battle and may only be recovered afterwards if the Judges' opponent wins the battle.

CROWD CONTROL

Large numbers of unruly citizens cause no fear in this Judge, for he has long since become used to hauling in perps, regardless of how many stand against him.

HEADBREAKING

Type: Judge
Use: Action (Melee)
Prerequisite: Melee+2 or higher

A smart Judge knows he can create a good impression on a whole gang by simply giving one of their leaders a decent pummelling. If a Judge removes a Hero as a casualty in close combat, then he may make an immediate Arrest check against every Minion on the Hero's side who has Line of Sight to him. The Judge makes one Will check which is matched against the separate Will checks of every target.

CREEP MANAGEMENT

Type: Judge
Use: Action (Special)

Some Judges have a truly authoritarian manner, and citizens follow their natural instincts to obey their commands. A Judge with this Talent rolls a dice and add its Will score. Every enemy Minion within 12" must also roll a dice and add its own Will score. All Minions that fail to roll higher than the Judge will have their actions in their next Phase chosen by the Judge's player. These actions must all be the same – so, the Judge may order all the Minions to Move, for example, forcing them to take two Move actions next turn, or maybe two Special actions (perhaps having ordered them to 'freeze'). All Minions must take the same action and all actions they take must be of the same type. However, it is up to the Minions' own player how they go about the actions, and he is free to move or otherwise use them as he sees fit.

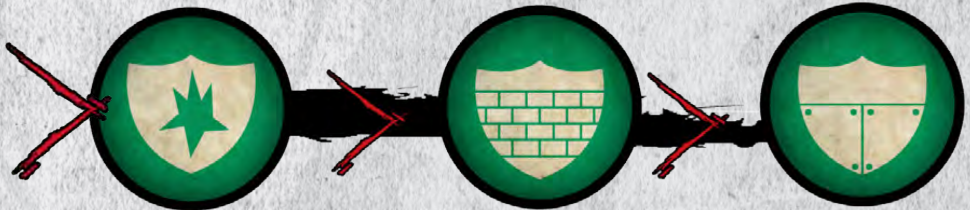
MULTIPLE ARREST

Type: Judge
Use: Action (Special)

The Judge's authority is impressive and he is capable of forcing entire crowds to surrender. The Judge may attempt to arrest any number of targets at once, so long as they are all within 12" and in Line of Sight. The Judge makes one Will check which is matched against the separate Will checks of every target. All other rules for Arrest checks apply as normal.

RIOT JUDGE

Trained extensively in crowd control tactics and unit actions, riot Judges quickly learn to use their equipment to best effect. There is no better answer to a block war than a dozen good riot Judges formed in line.



SHIELD BASH

Type: Judge
Use: Action (Melee)
Prerequisite: Must be a Riot Judge

The Hero shield-bashes a target. This attack automatically hits with Damage 1. In addition, the target must succeed at a Will check or suffer a Knockdown.

SHIELD WALL

Type: Judge
Use: Activate

The Hero's shield becomes like a fortress, adding a +2 bonus to Armour, but at the cost of –1 Damage on all his attacks until the start of his next Phase. If at least one other Hero using this Talent is in base contact with the Judge, they both receive an additional +1 bonus to their Armour.

SHIELD OF STEEL

Type: Judge
Use: Activate

The Hero's shield provides protection against shooting attacks. Until the end of the Hero's next Phase, he gains a +4 bonus to Armour against all shooting attacks.

LAWMASTER MASTERY

When riding a Lawmaster, the Judge becomes one with his bike. He is just as effective on the bike as off, and can use it as a weapon in its own right.

DRIVE-BY BOOT

Type: Judge
Use: Action (Melee)

Judges often learn how to bring fleeing perp down with a well-placed boot or swung daystick from the back of a Lawmaster. If a Judge is on a bike and has travelled at least 5" before he moves into contact with an enemy, then a Drive-by Boot can be executed with one of the Judge's close combat weapons. This attack uses only a single Melee Dice but doubles any Damage caused with a +1 bonus to the Judge's Melee score. After this attack is complete, move the Hero 2" in any direction away from the model it attacked. It may not use this movement to enter Close Combat with another model.

SADDLE SHOT

Type: Judge
Use: Action (Shoot)

Developing skills learned at the Academy of Law, the Judge has learned how to use his scattergun from the seat of a moving Lawmaster. The Judge may shoot his scattergun while on a Lawmaster.

BIKE WHEELIE

Type: Judge
Use: Activate (Melee)

By gunning his engine, the Judge rears his bike up and literally runs over his enemies at speed while using the bulk of his bike as a shield. If a Judge is on a bike and has travelled at least 5" before he moves into contact with an enemy, then a Bike Wheelie can be executed. The Judge only uses one Melee Die, but uses his bike as a weapon. The bike itself will have a Damage score of 3 and AP –4. In addition, the Judge gains a +2 bonus to his own Armour until the start of his next Phase.

SWERVE

Type: Judge
Use: Passive

The Judge is adept at hauling the big Lawmaster out of the way of incoming fire when targeted by a Shooting attack, the Judge may choose to use his own Agility rather than that of the Lawmaster.

PSI TALENTS

Psi Talents are very similar to other Talents, and are earned through experience in the same way. However, they may only be used by Heroes with Psi scores and using them consumes Psi points.

Most Psi Talents have prerequisites listed. Your Hero must fulfil all of these prerequisites (either by attaining a certain level or already having a specific Talent) before he may select the Talent.

USING PSI TALENTS

A Psi Talent requires one or more consecutive Special actions to use, as detailed in its description. In addition, before a Psi Talent may be attempted, the Hero must deduct an amount of Psi in order to activate it. The amount of Psi required varies from Talent to Talent, and is also listed in its description.

RANGE AND LINE OF SIGHT

All Psi Talents have a maximum range and require Line of Sight to their targets, just like shooting attacks (see page 8). The range of a Psi Talent is noted in its description.

Some Psi Talents only affect the Hero manifesting them. These Psi Talents have a range listed as User Only. A few Psi Talents have the capability of affecting the entire battle. Such Psi Talents have a range listed as Battlefield.

A Psi Talent may not be used if an enemy is in contact with the Hero.

REGAINING PSI

You will soon find that your Heroes burn through their Psi at a very fast rate. Fortunately, there are ways of regaining Psi.

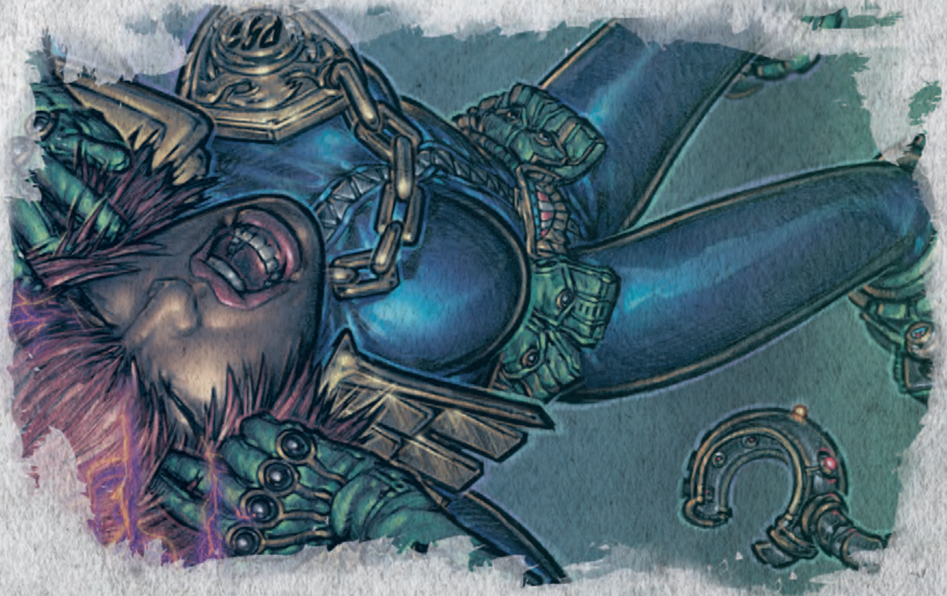
Certain items will allow a Hero to regain Psi. However, a Hero can always use a Special action to regain Psi. Every Special action used in this way will return one point of Psi.

BATTLE OF WILLS

Psykers and other models that use Psi Talents often engage in a Battle of Wills, where one tries to disrupt the powers of another.

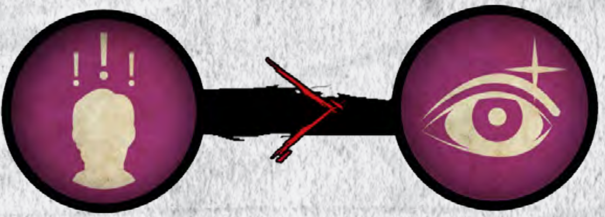
To enter a Battle of Wills, one model with a Psi score performs a Special action and selects one enemy model with a Psi score within 24". No Line of Sight is required. Both models then make an opposed Will check. The winner of this Will check may force his opponent to do one of the following.

- Remove one Psi Talent that is currently in use. The Psi Talent may be used in subsequent turns if it is performed again.
- Stop any Psi Talents being used for the rest of the turn.
- Stop any Battle of Wills being initiated for the rest of the turn.



PRE-COG

After telepaths, pre-cogs are amongst the most common types of psychics and, indeed, the Justice Department's Psi-Division works hard to constantly train new operatives as others retire or succumb to their visions. A pre-cog has the ability to literally see into both the past and the future.



DANGER SENSE

Special Actions: 1
Psi Cost: 1
Range: User Only

The Hero's senses are psychically enhanced, allowing him to sense danger before it arrives. He gains a +1 bonus to his Agility score until the start of his next Phase.

FORESIGHT

Special Actions: 1
Psi Cost: 5
Range: User Only

The Hero sees danger before it happens. He gains a +2 bonus to his Agility and Armour scores for the rest of the battle. These bonuses cannot be combined with Danger Sense.

NECROMANCER

A macabre blending of the telepath and trans-dime, focussed on the passing of life energies after death, the art of the necromancer is reviled by all sane psykers and practitioners of the occult. While not as spiritually close to their creations as dedicated zombie masters and mistresses (though they sometimes formalise their talent and become pure necromancers), the necromancer can be an opponent to be feared.

SHROUD OF THE DEAD

Special Actions: 1
Psi Cost: 2
Range: User Only

The Hero knows how to ward off fatal injuries, wreathing himself in dark energies that blur the line between life and death. Whenever the Hero is reduced to 0 Hits, he must make a Will check. If successful, he is immediately put onto one Hit and may continue fighting as normal. This Talent will last for the rest of the game.

ANIMATE THE DEAD

Special Actions: 1
Psi Cost: 4
Range: 6"

Reaching out across near dimensions, the Hero locks onto the spirit essence of the recently deceased and forces a small part of it back into the physical remains. The Hero may target any Infantry Minion model within range that was removed as a casualty in this turn (though not a model with the Robot type). The model is placed back on the table with the same characteristics as a zombie on page 86, under the control of the Hero's player. It may start taking actions in the next turn but does not use the Psychic Conduit rule on page 86. The model will crumble to dust at the end of the fight, automatically killing it.

Judges may never use this Psi Talent.

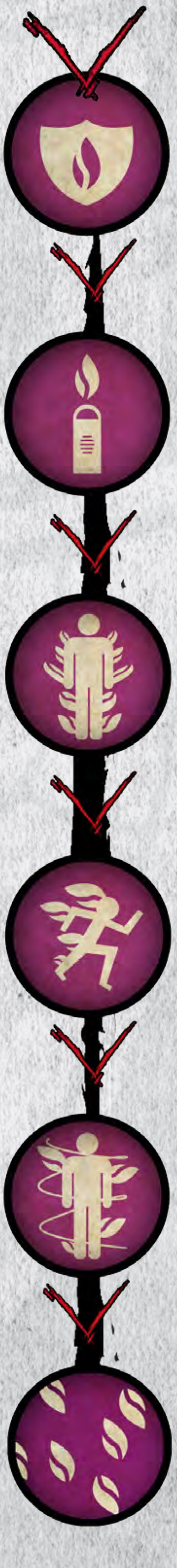
POLTERGEIST

Special Actions: 2
Psi Cost: 6
Range: 24"

The Hero summons an angry spirit to plague a foe. At the start of every turn for the rest of the game, the targeted enemy model must succeed at a Will check or lose one Hit and its next action.

PYROKINE

The pyrokine is closely related to the telekinetic in mental ability, but instead of concentrating on mind over matter, he focuses on mind over energy. By agitating particles in any solid object, the pyrokine can cause fire to spring up spontaneously.



RESIST FLAMES

Special Actions: 1
Psi Cost: 1
Range: User Only

The Hero bends fire around his body, tuning his physical form with the fire. For the rest of the battle, the Hero will lose one less Hit than normal whenever taking damage from fire-based attacks.

INCINERATING FINGER

Special Actions: 1
Psi Cost: 1
Range: 5”

The Hero extends his hand and a thin jet of flame shoot forward. The targeted enemy will automatically lose one Hit.

FLAMING SHROUD

Special Actions: 1
Psi Cost: 2
Range: 4”

The Hero’s hands erupt with fire, inflicting damage on all targets in the area. All models within 4” of the Hero will lose one Hit.

PYROKINETIC BURST

Special Actions: 1
Psi Cost: 4
Range: 15”

The Hero throws at an explosive ball of flame, blasting all targets in the area with fiery death. This is a normal shooting attack as detailed below. In addition, all targets must succeed in a Will check or suffer a Knockdown.

Range	Shooting Dice	Damage	AP	Special Rules
15”	1D	2	–2	Explosive 3, Fire

TEMPEST OF FIRE

Special Actions: 3
Psi Cost: 8
Range: 15”

The Hero summons a huge column of swirling flame. Place a marker anywhere within range – this is the centre of the Tempest of Fire. All models within 6” of this marker immediately lose 1 Hit and will continue to lose another Hit at the start of every one of their Phases while they are still within 6” of the marker. At the start of every subsequent Turn, roll one dice. On a 9 or 10, the Tempest of Fire ends. Otherwise, keep the marker on the table, and nearby models will continue to lose Hits.

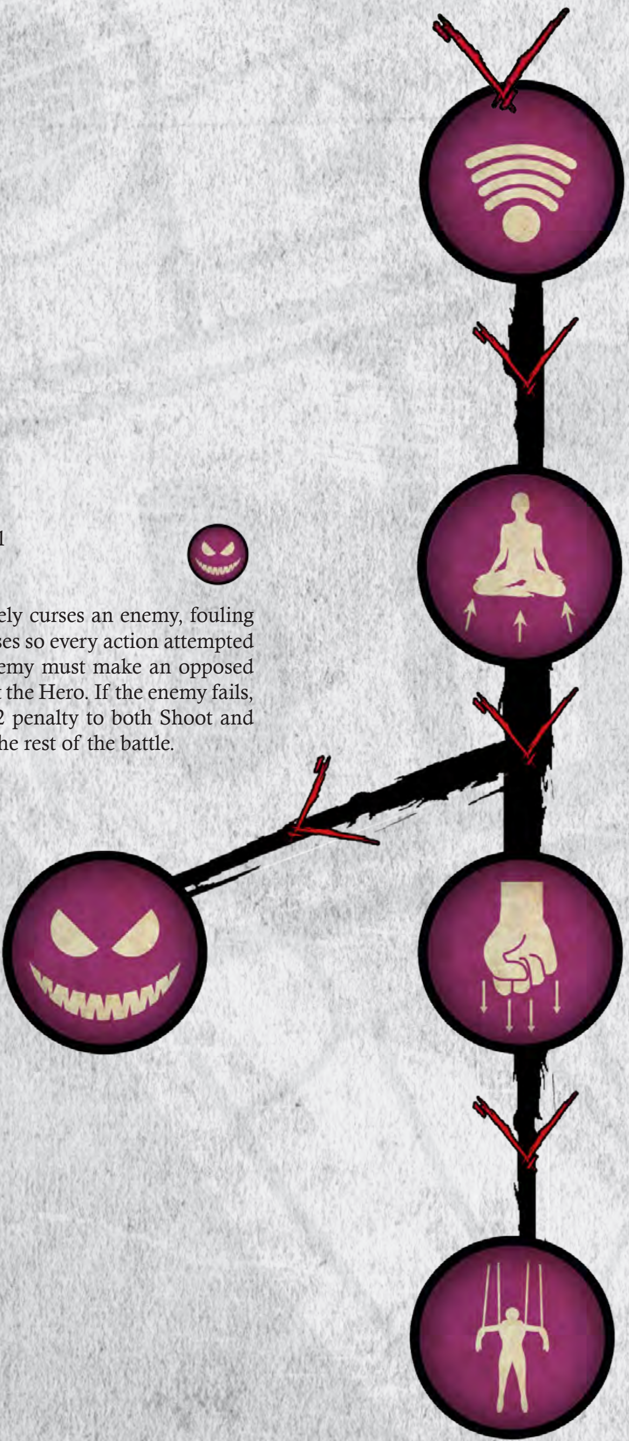
SKIES OF FIRE

Special Actions: 3
Psi Cost: 10
Range: Battlefield

Fire is called from the sky in the form of flaming meteors, crashing randomly into the surrounding area. Roll a die for every model (on both sides!) not inside a building or structure except the Hero. On the roll of a 9 or 10, the model is struck by a meteor and immediately loses D5 Hits. In addition, the model is treated as if hit by a weapon with the Fire special rule. At the start of every subsequent Turn, roll one dice. On a 9 or 10, Skies of Fire ends. Otherwise, roll again for every model on the table that is not inside a building or structure to see if it is struck by a meteor.

TELEKINETIC

Telekinetics are one of the rarest forms of psychics, as their field is one of immense will and dedication – a telekinetic has the ability of mind over matter, being able to move solid objects with thought alone.



JINX

Special Actions: 1
Psi Cost: 4
Range: 15"

The Hero effectively curses an enemy, fouling his mental processes so every action attempted is flawed. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will suffer a –2 penalty to both Shoot and Melee scores for the rest of the battle.

CONCUSSIVE BLAST

Special Actions: 1
Psi Cost: 1
Range: 5"

The Hero creates an explosive clap of air that frays the nerves of everyone nearby. Every model within 5" of the Hero must make a Will check or suffer a –1 penalty to every dice they roll until the end of their next phase.

LEVITATE

Special Actions: 1
Psi Cost: 1
Range: User Only

The Hero uses his telekinetic powers to lift himself off the ground. So long as the Hero makes a Move or Melee action immediately after using this Talent, he may move up to 12" vertically (up or down) as well as his normal forward movement from the actions.

CRUSHING FORCE

Special Actions: 2
Psi Cost: 6
Range: 10"

The Hero extends his telekinetic senses and tries to crush an enemy with the force of his mind. The Hero must select an enemy model within 10", and make an immediate opposed Will check with it. If the Hero is successful, the enemy loses 1 Hit and must make another opposed Will check. If this too is failed, the enemy loses another Hit and must make another opposed Will check, and so on, until the target is either dead or the Hero fails his opposed Will check.

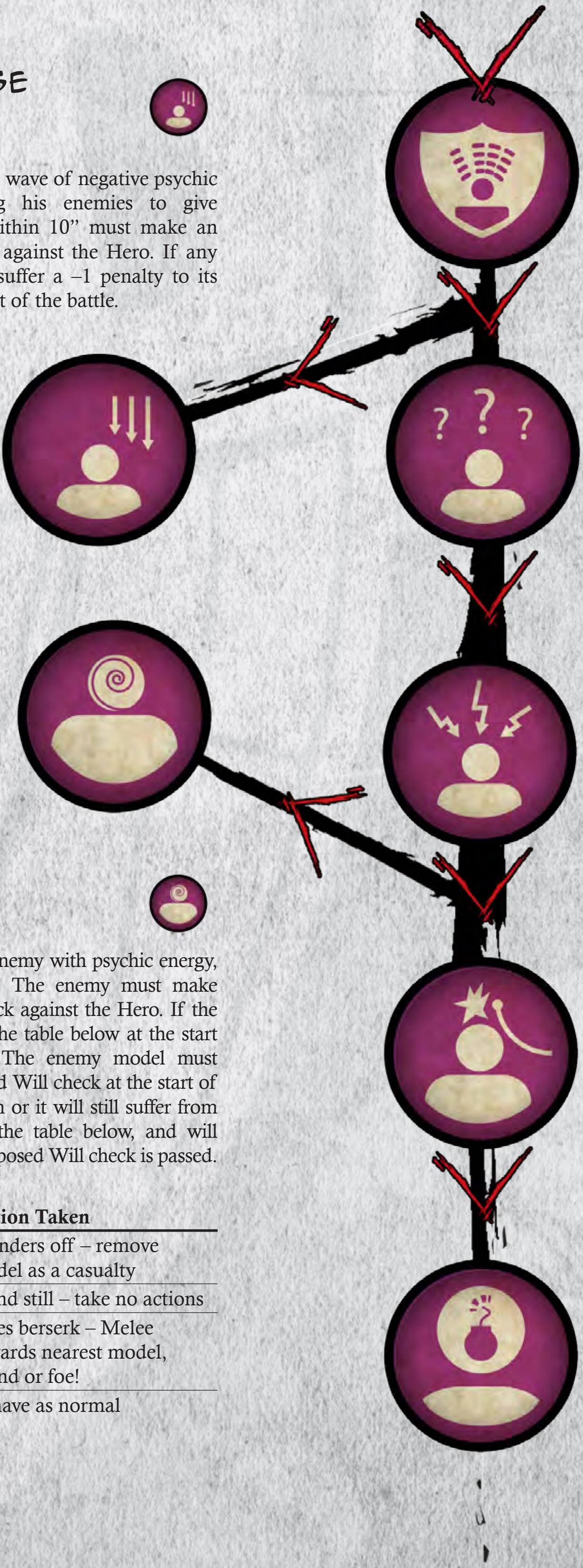
CONTROL BODY

Special Actions: 2
Psi Cost: 8
Range: 20"

By taking control of an enemy's limbs and body, the Hero literally controls its actions. The Hero must select an enemy model within 20", and makes an immediate opposed Will check with it. If the Hero succeeds, the opposing player still decides which actions the model will take, but the Hero's player will otherwise control the model, deciding where to move, who to shoot, and so on. The enemy model must succeed at an opposed Will check at the start of its next phase or it will still be under the control of the Hero's player, and will remain so until an opposed Will check is passed.

TELEPATH

The strength of the telepath is the ability to read, influence, control and dominate the mind of another. A skilled telepath is capable of controlling entire mobs of citizens with a simple thought, delving into the mind of a victim to uncover their deepest secrets or even altering the memories of another.



DEMORALISE

Special Actions: 1
Psi Cost: 2
Range: 10"

The Hero channels a wave of negative psychic energy, encouraging his enemies to give up. Every enemy within 10" must make an opposed Will check against the Hero. If any enemy fails, it will suffer a –1 penalty to its Will score for the rest of the battle.

INSANITY

Special Actions: 1
Psi Cost: 8
Range: 15"

The Hero blasts his enemy with psychic energy, driving them insane. The enemy must make an opposed Will check against the Hero. If the enemy fails, roll on the table below at the start of its next phases. The enemy model must succeed at an opposed Will check at the start of every subsequent turn or it will still suffer from Insanity, rolling on the table below, and will remain so until an opposed Will check is passed.

Dice Roll	Action Taken
1	Wanders off – remove model as a casualty
2–6	Stand still – take no actions
7–9	Goes berserk – Melee towards nearest model, friend or foe!
10	Behave as normal

MIND SHIELD

Special Actions: 1
Psi Cost: 4
Range: User Only

The Hero builds a mental fortress, making himself impervious against any hostile Psi Talent. Whenever he is to be affected by an enemy Psi Talent, the Hero makes an opposed Will check against the enemy who used the Talent. If he fails, the Talent affects the Hero normally. If the Hero succeeds, he ignores all effects of the Talent. Mind Shield will not work against Psi Talents that are used as shooting weapons.

DAZE

Special Actions: 1
Psi Cost: 1
Range: 10"

The Hero pushes against the mind of an enemy to confuse him. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will lose his next action.

MENTAL STING

Special Actions: 1
Psi Cost: 1
Range: 10"

The Hero sends a sharp psychic pulse towards an enemy. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will lose a Hit.

PSI-LASH

Special Actions: 1
Psi Cost: 2
Range: 15"

The Hero attacks an enemy with a series of vicious psychic strikes. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will lose 2 Hits.

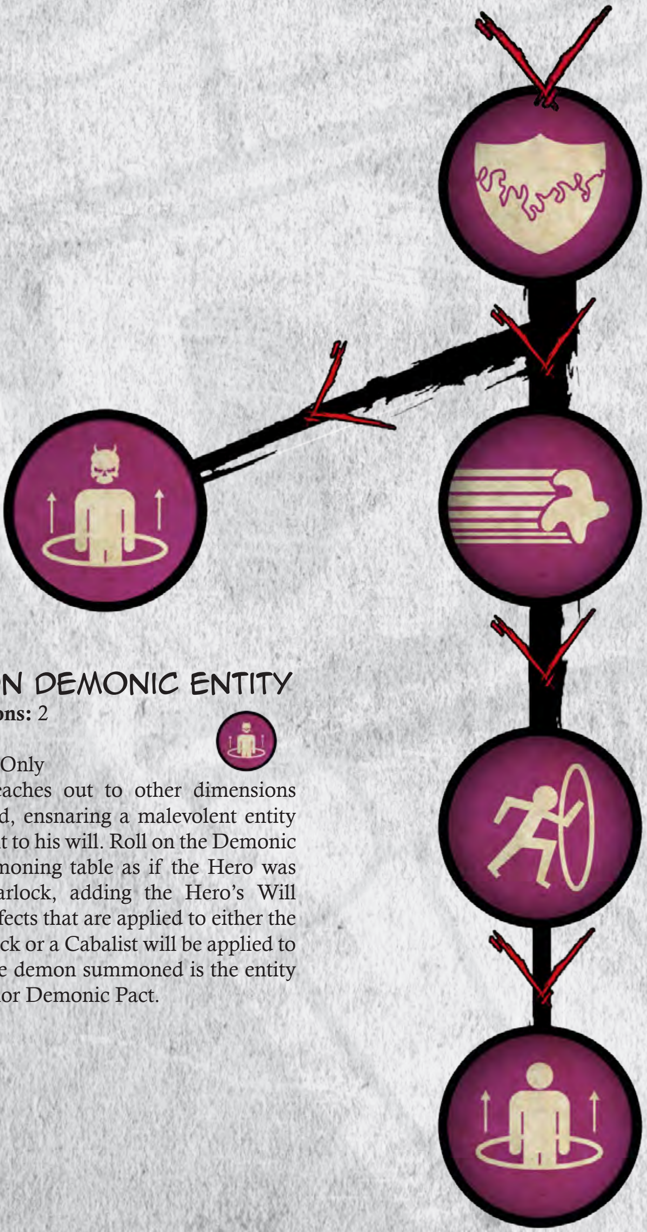
MIND BOMB

Special Actions: 2
Psi Cost: 8
Range: 20"

The Hero attacks an enemy with a resonating psychic burst, producing devastating, if unpredictable results. The enemy must make an opposed Will check against the Hero. If the enemy fails, roll one die. He will lose that many Hits.

TRANS-DIME

The trans-dime is a strange psychic, one who is able to peer into the psi-flux itself and manipulate energies present in other worlds and other dimensions beyond normal human experience. This is an extremely dangerous field for a psychic to pursue for they are literally dabbling in arts man was not meant to know.



SUMMON DEMONIC ENTITY

Special Actions: 2
Psi Cost: 3
Range: User Only

The Hero reaches out to other dimensions with his mind, ensnaring a malevolent entity and bending it to his will. Roll on the Demonic Cabal's summoning table as if the Hero was a Grand Warlock, adding the Hero's Will score. Any effects that are applied to either the Grand Warlock or a Cabalist will be applied to the Hero. The demon summoned is the entity from the Minor Demonic Pact.

ECTOPLASMIC SHIELD

Special Actions: 1
Psi Cost: 2
Range: User Only

The Hero cloaks himself with otherworldly material that resists attacks. For the rest of the battle, the Hero gains a +2 bonus to Armour.

ECTOPLASMIC ATTACK

Special Actions: 1
Psi Cost: 4
Range: 15"

The Hero moulds ectoplasm into a semi-solid projectile. This is a normal shooting attack, as detailed below.

Range	Shooting Dice	Damage	AP	Special Rules
15"	1D	2	–3	Power Shot

PSYCHOPORTATION

Special Actions: 2
Psi Cost: 8
Range: Battlefield

Manipulating dimensions, the Hero is able to teleport himself anywhere on the battlefield in the blink of an eye. After the second Special action has been spent using this Psi Talent, immediately move the model to anywhere desired on the battlefield that is not in contact with an enemy model.

SUMMON PSYCHIC ENTITY

Special Actions: 3
Psi Cost: 8
Range: 5"

Breaking down the walls separating dimensions, the Hero brings a ravening entity into this reality. Choose a pact from the Demonic Cabal force list and immediately place it anywhere within 5" of the Hero. The Hero must then make an opposed Will check with the entity. If he succeeds, the entity is now under his control and is treated like any other model in the same force. If he fails, the entity will pass to the control of the opposing player. A Hero may only summon one entity at a time, and the entity will disappear at the end of the game.

SCENARIOS

These scenarios allow you dive right into the game, pitching forces in a variety of tactical situations. These scenarios are also used in campaigns, where they form the scene against which opposing forces battle one another for dominance.

TERRAIN IN MEGA-CITY ONE

Battles in the universe of Judge Dredd can take place in almost any environment you can think of. The streets of Mega-City One, with blocks, ground cars, holding posts and kneepad stores are an obvious choice, but consider using some of the following as a change of pace from time to time.

- An abandoned sector of the city, filled with ruins and rad pools (definitely Dangerous Terrain!).
- A huge wooded park, complete with streams and gazebos, inside a residential block.
- The irradiated desert of the Cursed Earth.
- The ruined Undercity, complete with dilapidated 20th and 21st Century buildings.
- The streets of a different Mega-City, such as Brit-Cit or Hondo-Cit – just for a change!
- The surface of the Moon.
- Or the surface of an alien world, where you can really let your imagination run.
- The deck of a huge transport or pirate ship crossing the Black Atlantic.
- Within the corridors and rooms of a residential block or Justice Department facility.
- A primitive fort in the middle of the Cursed Earth.
- One of Mega-City One's many spaceports.

SPECIAL WEAPONS JUDGE DEMPSEY GETS THE DROP ON TWO-CRED KRAIG.

STREET RUMBLE

When two rival forces meet, it never takes much to get them reaching for weapons. This is a street rumble, a show of arms and aggression to demonstrate which force has the right to rule any given street, block or facility, be it a street gang, mobsters or the Law.

FORCES

Both players have equal forces in this battle, and neither player is considered to be the attacker.

SET UP

Both players roll a die, the lowest deploying all their models first. The highest rolling player deploys all his models second. Both players may set up no further than 10" from their own table edge.

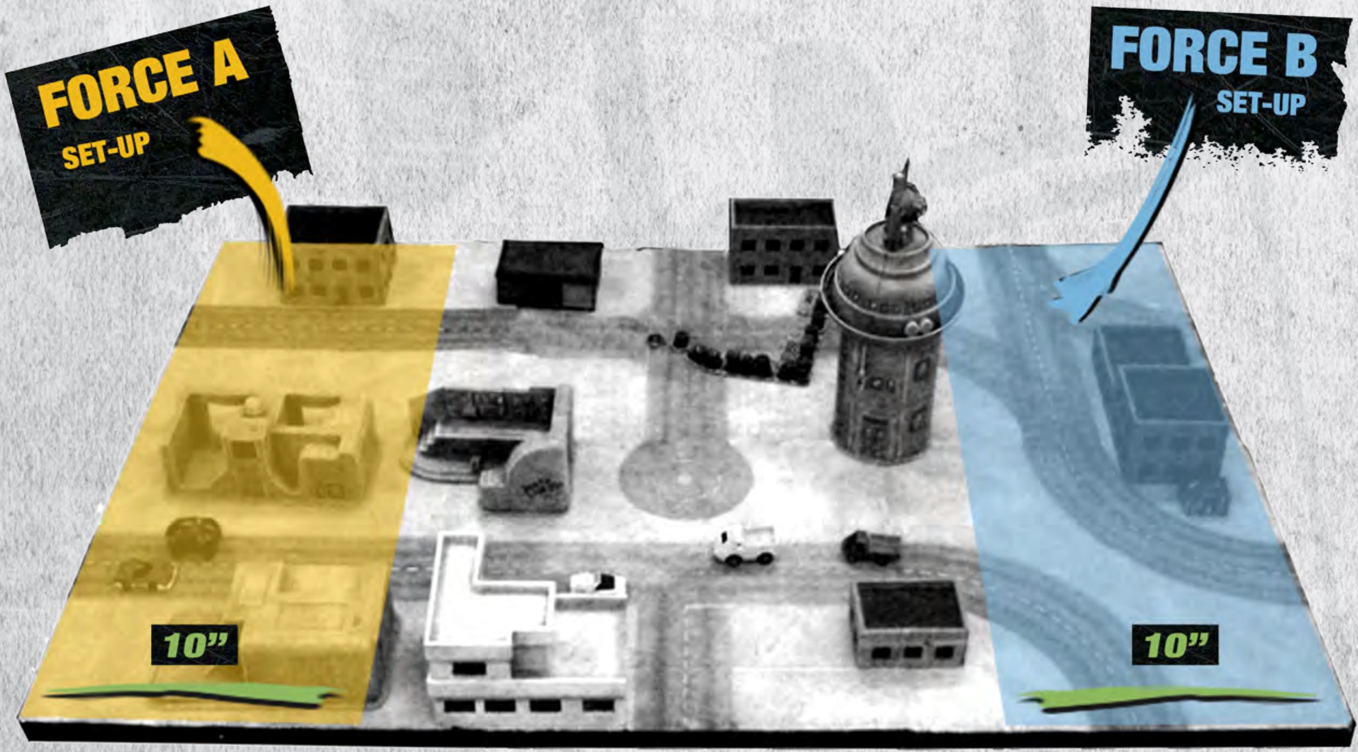
Both players roll a die. The player who rolls the highest takes the first phase of the game.

SPECIAL RULES

None

VICTORY CONDITIONS

The fight continues until all the models in one of the forces have been removed from the table, either through injury or failure of Will to Fight. The remaining force is the victor.



THE MALL

Whether it is a shopping mall in a cityblock or a tweenblock plaza, there are many public areas in Mega-City One where rival gangs may meet, quite accidentally. They may be on their way to collect protection money from a local business or may simply be travelling to the nearest Palais-de-Boing™ when they run into their rivals travelling in the opposite direction. In such cases, gangs may be reluctant to start a shoot out when they are so unprepared but, as always, few criminals can restrain their insults when another gang is around and just a few poorly chosen words can start a firefight.

FORCES

Both players have equal forces in this battle, and neither player is considered to be the attacker.

SET UP

Both players roll a die. The player who rolls the highest may choose which table edge he will start on. His opponent starts on the opposite edge.

The player who chose which table edge to set up from places one model from his gang first. He may freely choose which model this is and place it anywhere on the table, so long as it is more than 15" from his table edge. The other player then places one model from his gang, again more than 15" from his table edge but also more than 10" away from the enemy model already on the table.

Both players roll a die. The player who rolls the highest takes the first phase of the game. During each of their phases, players may either take actions with the models already on the table, or may bring one new model on to their table edge, immediately taking its actions.

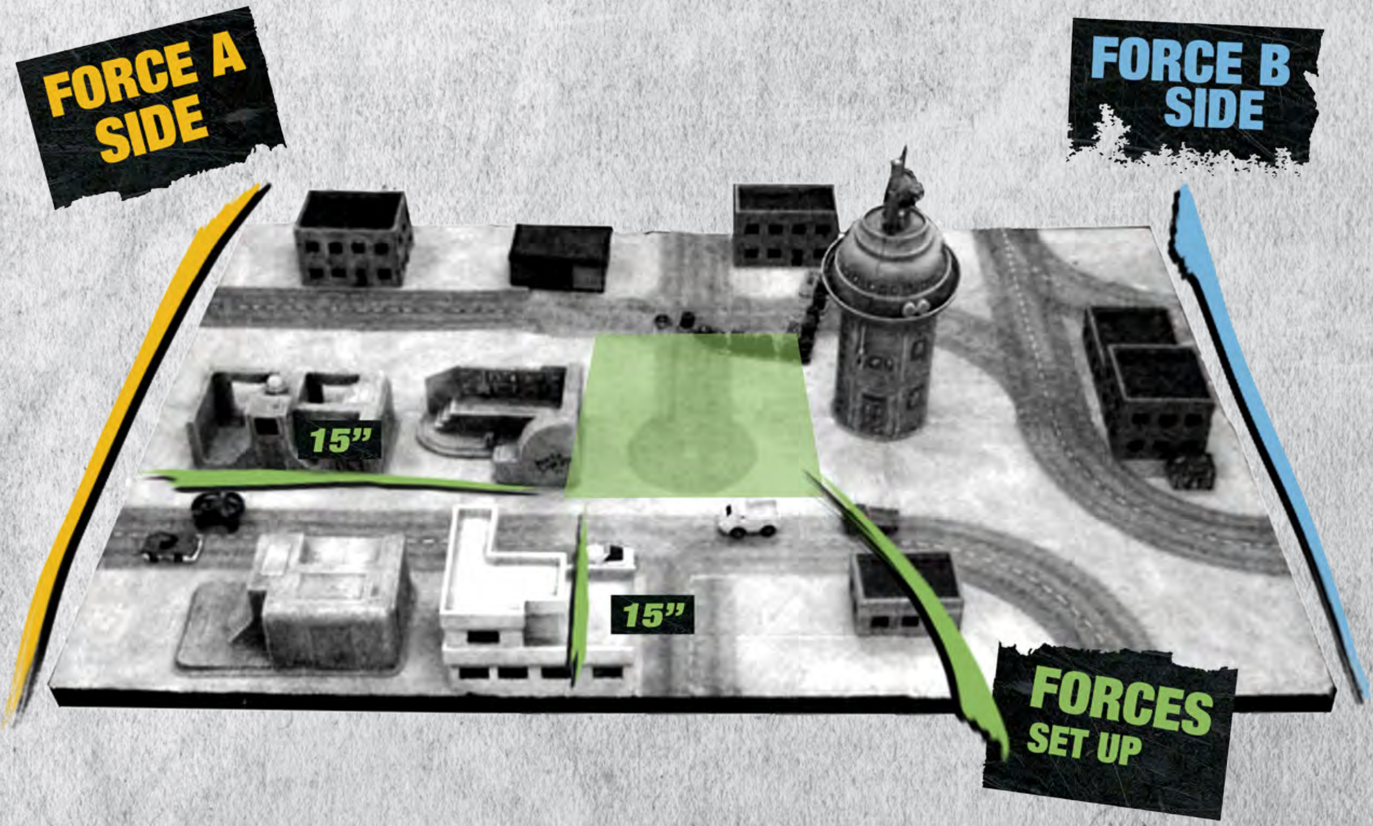
SPECIAL RULES

Whenever a model is about to take an action when an enemy model is within range of its weapon and a clear line of sight can be established, or when an enemy model is close enough to be engaged in close combat with a single Melee action, it must make a Will check as a cutting insult is hurled its way. If this check is failed, the model loses its cool and immediately attacks the enemy, either with a shooting or close combat attack, as appropriate.

Judges do not use these special rules and may act normally.

VICTORY CONDITIONS

The aim of each player is to move all his models off his opponent's table edge. The first to do so will be the victor. In the (very likely) event that a fight breaks out, the fight will continue until all the models in one of the gangs have been removed from the table, either through injury or failure of Will to Fight checks. The remaining gang in this case is the victor.



RAID

Whether part of an initiation process or simply on his own initiative, sometimes a daring gang member may sneak into a rival's stronghold and steal everything he can lay his hands on while Judges will often instigate investigations but upon uncovering key evidence may have to pull back until back up arrives. Such activity rarely goes unnoticed for long, and the lone punk will have to run for his life as the enemy gang gives pursuit, hoping his allies will reach him in time to save him from a painful retribution.

FORCES

Both players have equal forces in this battle, and neither player is considered to be the attacker.

SET UP

Both players roll a die. The player who rolls the highest may choose which table edge he will start on. His opponent starts on the opposite edge.

The challenging player chooses a single model from his gang and places it on the table, no further than 10" away from his opponent's table edge. This is the model who has performed the daring raid and is now running for his life with the stolen stash.

The challenged player then places his entire gang on the table, no more than 5" away from his table edge. Finally, the challenging player places the remainder of his gang, again no more than 5" away from his table edge.

The challenging player goes first.

SPECIAL RULES

None

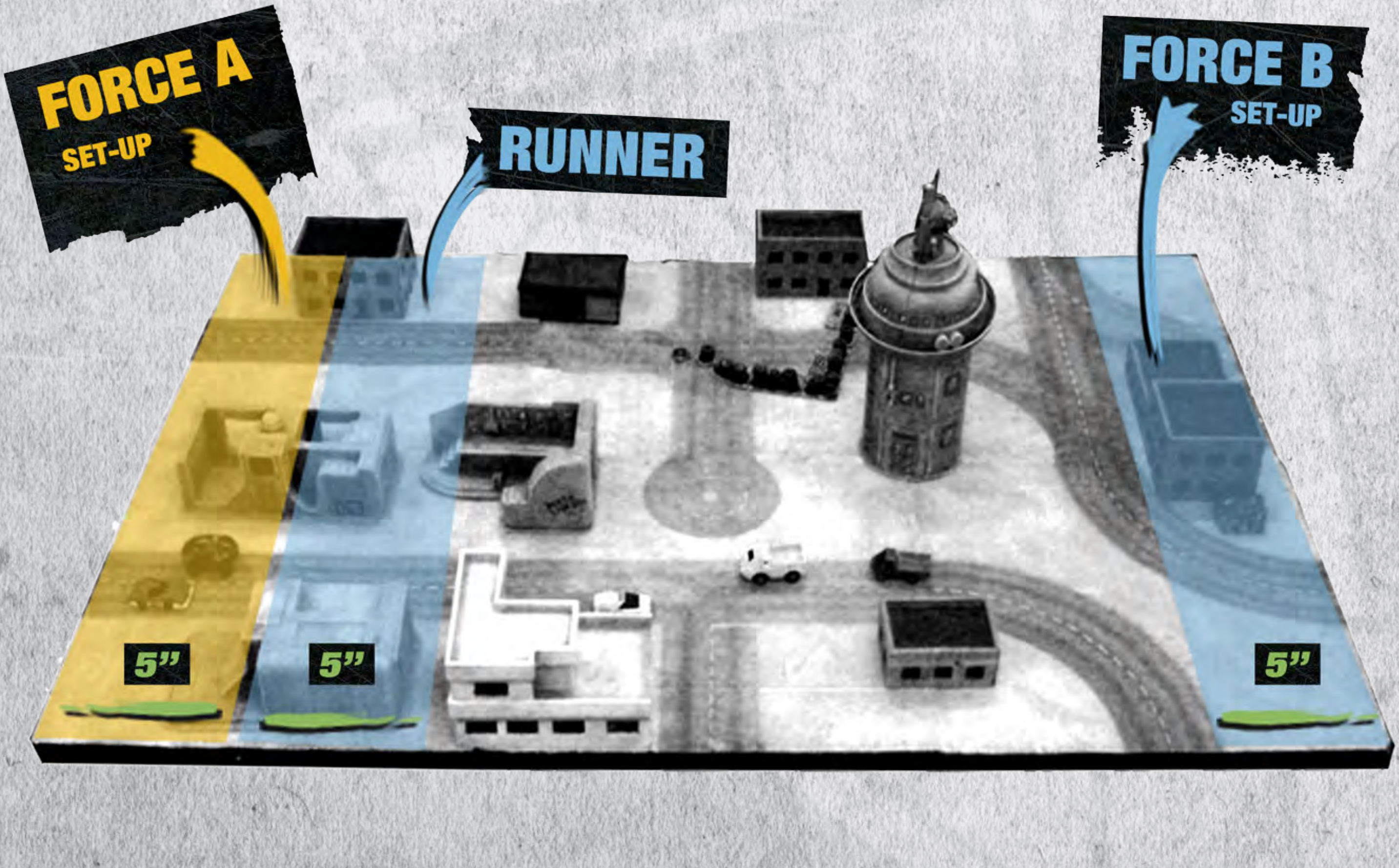
VICTORY CONDITIONS

The fight continues until the single model who made the raid either exits from his table edge, in which case his force wins, or is removed from play and the opposing force wins.

- CASE FILE -

CRIME BLITZ

Under the Mega-City One Criminal Code, Section 59(D), Judges are empowered to force entry into any citizen's home without warning to conduct a thorough search. This is known as a Crime Blitz.



DEMOLITION

Some heroes prefer cunning tactics, sneaking into an enemy's stronghold and stealing valuable credits or making grabs for unguarded turf. Other prefer the direct approach. Buying or stealing a large quantity of high explosives, the leader sends his gang into an enemy territory with the aim of destroying a key building. The enemy gang must rush to the area and try to prevent its destruction.

FORCES

Both players have equal forces in this battle, and neither player is considered to be the attacker.

SET UP

Both players roll a die. The player who rolls the highest may choose which table edge he will start on. His opponent starts on the opposite edge. An objective of at least 2" by 2" in size is placed in the middle of the table. This should represent something substantial such as a power generator or pillar support for a massive building.

The player who chose which table edge to set up from places all the models in his gang first. He may place them anywhere up to 15" away from his table edge. The other player then places all the models in his gang on the table, again within 15" of his table edge.

The challenging player takes the first turn of the game.

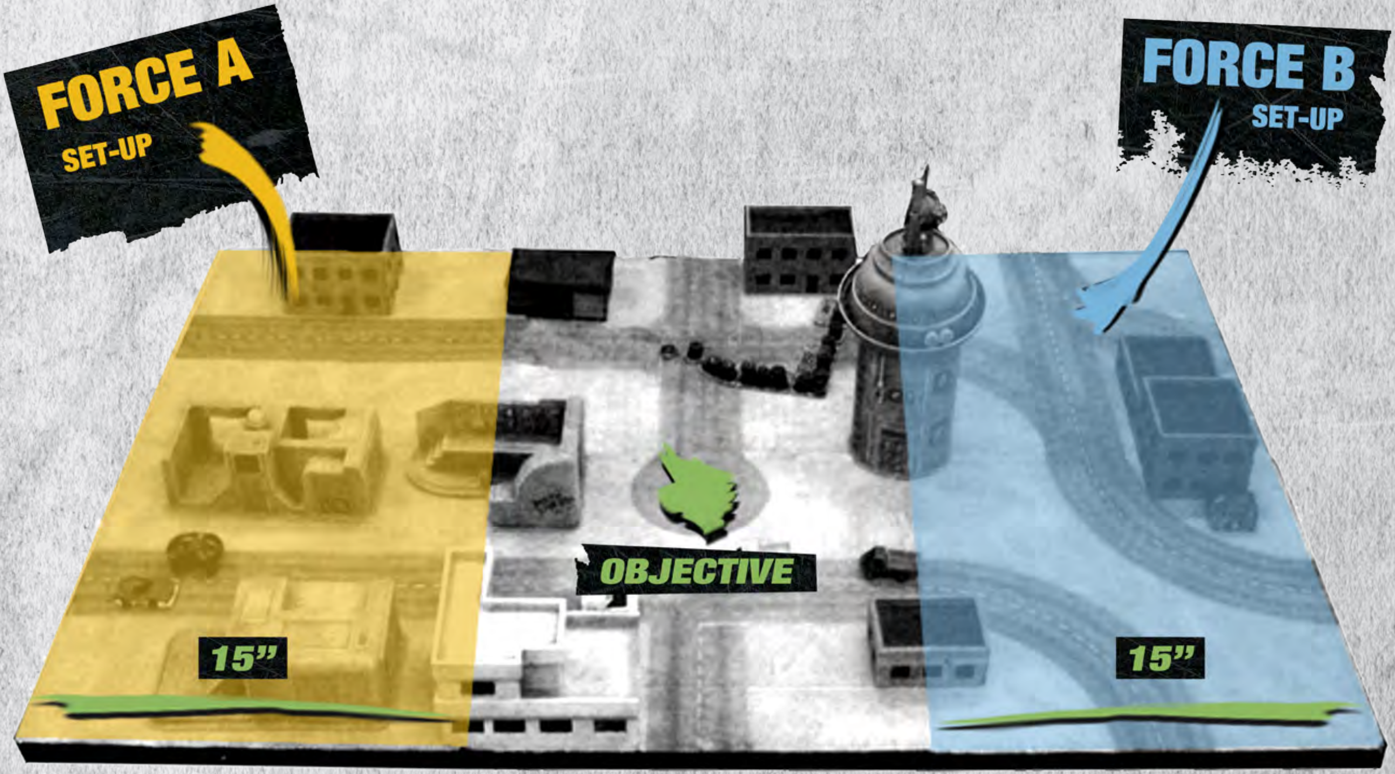
SPECIAL RULES

It is assumed that every model in the challenging gang is carrying high explosive devices. In order to destroy the objective, a model must move into base contact with the objective and spend eight Special actions arming the explosives. These Special actions need not be taken consecutively and the model is permitted to perform other actions while setting up the explosives. If the model is removed from the table or leaves the objective, keep track of how many Special actions he spent arming the explosives. Another model is free to move into base contact and continue the task until a total of eight Special actions have been spent.

VICTORY CONDITIONS

There are two ways to win a Demolition!. The first is for the challenging player to destroy the objective in the middle of the table, as described under the special rules.

If the challenging gang does not succeed in destroying the objective, the fight continues until all the models in one of the gangs have been removed from the table, either through injury or failure of Will to Fight checks.



GETTING WHACKED

Someone on the opposing force has been getting too big for their boots and has started causing too much trouble. Their enemies have mobilised against them, determined to remove this person from the streets of Mega-City One permanently.

FORCES

Both forces have equal points in this battle. Both players roll a die – the player with the highest scoring roll is the attacker.

SET UP

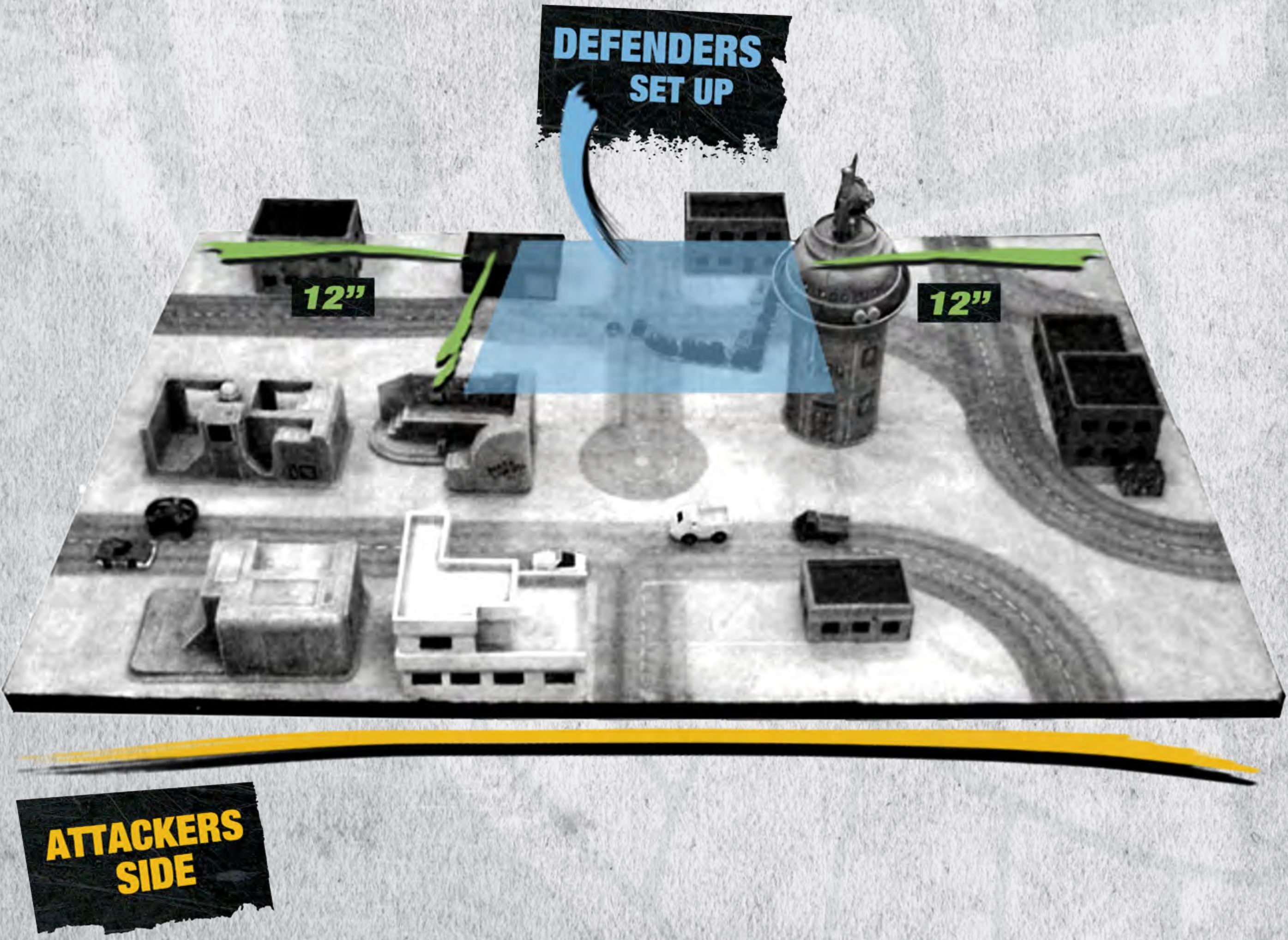
The defender deploys all their models first. The attacker has the first phase of the game and moves all his models on from his table edge in the first turn.

SPECIAL RULES

None

VICTORY CONDITIONS

The fight continues until either the Hero with the most Experience Points in the defender's force is removed as a casualty (if there are two or more Heroes with equally highest totals, then both must be removed!) then the attacker wins. If the defender can destroy the attacking force or make it withdraw before this happens, then the defender wins.



BLOCK WAR

It can take the simplest imagined slight to spark a block war, a citizens' riot where the inhabitants of two or more blocks fight one another to prove who is best! The Justice Department reacts swiftly to any brewing block war as, left to their own devices, citizens are capable of billions of credits of damage – it has even been known for a block to be destroyed, burying thousands under plascrete rubble as it collapses.

FORCES

In a two player game, one player has their normal campaign force, while the other controls the rioting citizens. In this case, the campaign force will be confronting the citizens before they reach the enemy block. In a three player game, two players each have their own horde of rioting citizens (the two opposing blocks), while the third controls his campaign force!

All players should agree a Credit value for this game that limits how many models every side may take. 2,000 Credits should give you a good starting point, if you have a healthy mix of Citi-Def, punks and juves. Larger numbers of Citi-Def (or just a large model collection!) will allow you to field more and you will find games still roll along quite smoothly – just do not be surprised if you find yourself facing Manta Prowl Tanks!

The player(s) controlling rioting citizens purchase their models from the list of forces below and assemble them into Mobs. Mercenaries from the forces listed below may also be used, to a limit of one Mercenary per Mob. Remember, all Minions within a Mob must be equipped identically.

- Street Gang
- Citi-Def Squad
- Sky Surfers (only one Mob may comprise Sky Surfers)

SET UP

The rioting citizens deploy their forces first (if there are two players with rioting citizens, they should both roll a dice, with the lowest deploying first).

SPECIAL RULES

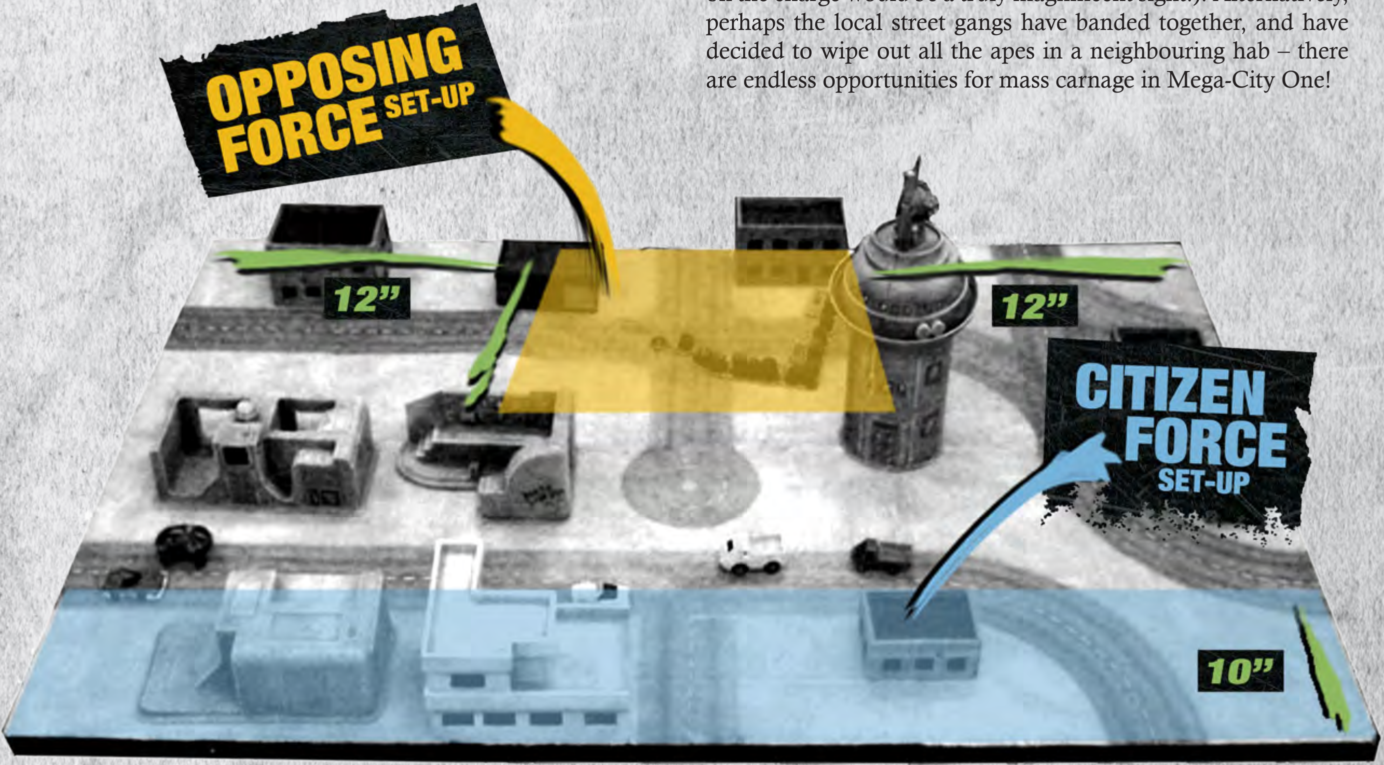
None

VICTORY CONDITIONS

The fight continues until all the models in one (or two in a three player game!) force have been removed from the table, either through injury or failure of Will to Fight. The remaining force is the victor.

OPTIONS

You are free to vary the force used in this scenario. For example, you might have a game where a Justice Department force is facing down a Fattie stampede during Food Riots (a few dozen fatties on the charge would be a truly magnificent sight!). Alternatively, perhaps the local street gangs have banded together, and have decided to wipe out all the apes in a neighbouring hab – there are endless opportunities for mass carnage in Mega-City One!



ZOMBIE APOCALYPSE

Be it Judgement Day or just another bad Graveyard Shift in Mega-City One, an outbreak of zombies is a very real occurrence, and must be put down as quickly as possible. The zombies have formed a never-ending horde and the only real chance of survival is for them to be pushed back!

FORCES

One player has their normal campaign force, while the other controls the zombies.

The players should agree a Credit value for this game that limits how many models every side may take. This should probably be based on the number of zombie models you have to hand. Each zombie costs 30 points, and is identical to the one featured in the rulebook on page 86. If you have 50 zombies in your collection, that is good for a 1,500 point game!

The zombies are then assembled into Mobs.

In addition, for every 500 Credits limiting the forces, a zombie mistress can be purchased, equipped as the zombie player sees fit. Note that in this scenario, you can have more than one zombie mistress, and you may purchase extra levels for them (to a maximum of 10) at a cost of +25 points per level.

SET UP

The defending force deploys its models first, followed by the zombies. The defending force may place obstacles within its deployment area, so long as they do not stretch for as total of more than half the width of the deployment area.

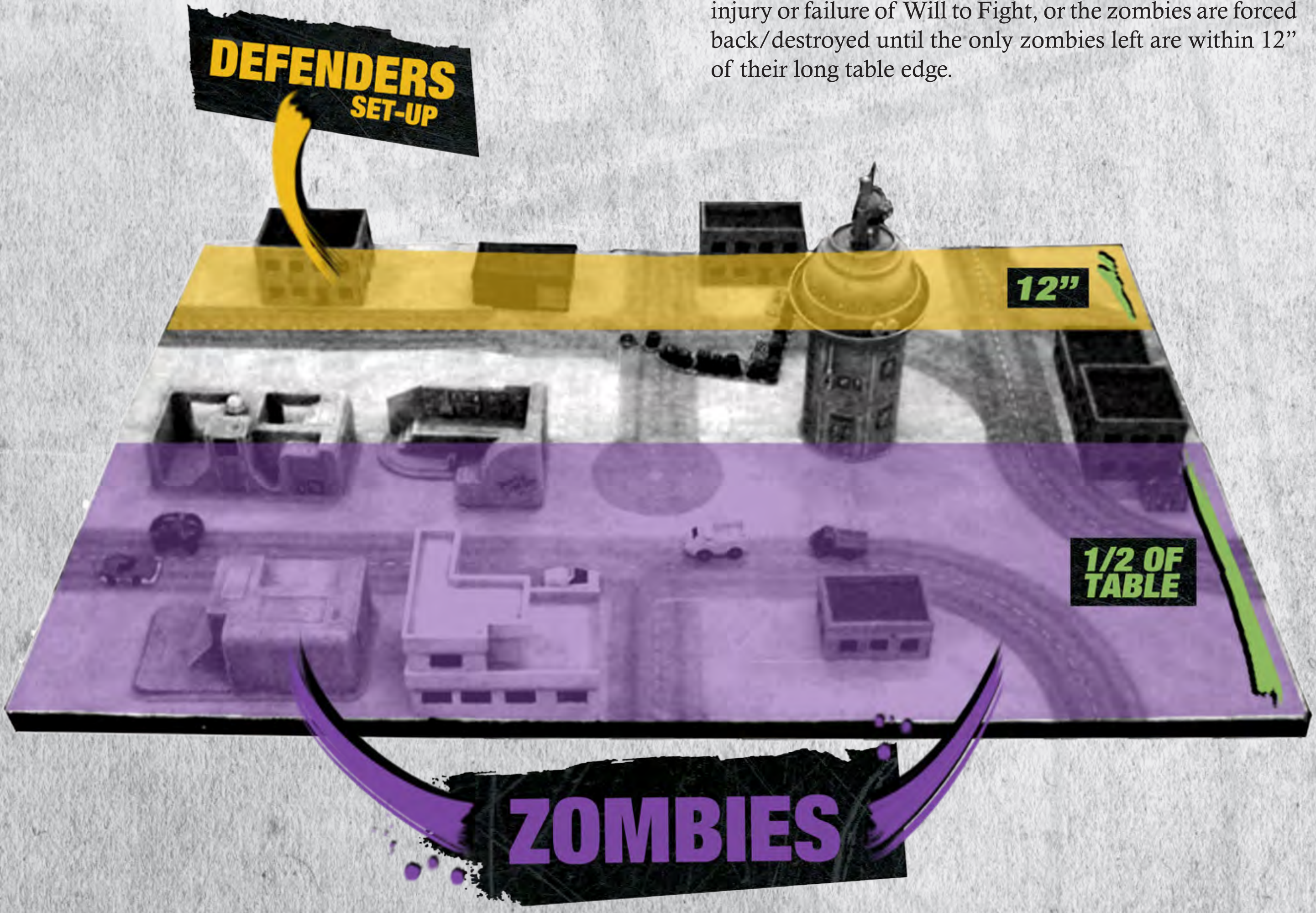
SPECIAL RULES

Every time a zombie Mob is completely wiped out, put it to one side. It will return again at the start of the next turn, from any table edge except that of the defending force.

These Zombies ignore the Psychic Conduit rule on page 86.

VICTORY CONDITIONS

The fight continues until either all models in the defending force have been removed from the table, either through injury or failure of Will to Fight, or the zombies are forced back/destroyed until the only zombies left are within 12" of their long table edge.



THE FINAL, LAST STAND

Sometimes, things just go wrong. What should have been a decent, stand up fight goes badly, forcing one side back into a defensive position. Holed up and expecting the worst, they must confront and defend against an entire horde of attackers, surviving long enough to be rescued or, at least, remembered.

FORCES

One player has their normal campaign force, while the other controls the attacking horde.

The players should agree a Credit value for this game that limits how many models every side may take. You should have a horde of at least 3,000 points for best effect. The defending force gets half this amount.

The attacking horde should be drawn from one of the following force lists. All Minions must be in Mobs, but any available options may be purchased for any model. Mercenaries may also be selected from the force list chosen, to a maximum of one Mercenary per Mob.

Ape Gang
East Meg Invasion Force
Street Gang

Cursed Earth Desperadoes
Renegade Robots
Zombie Horde

SPECIAL RULES

None

SET UP

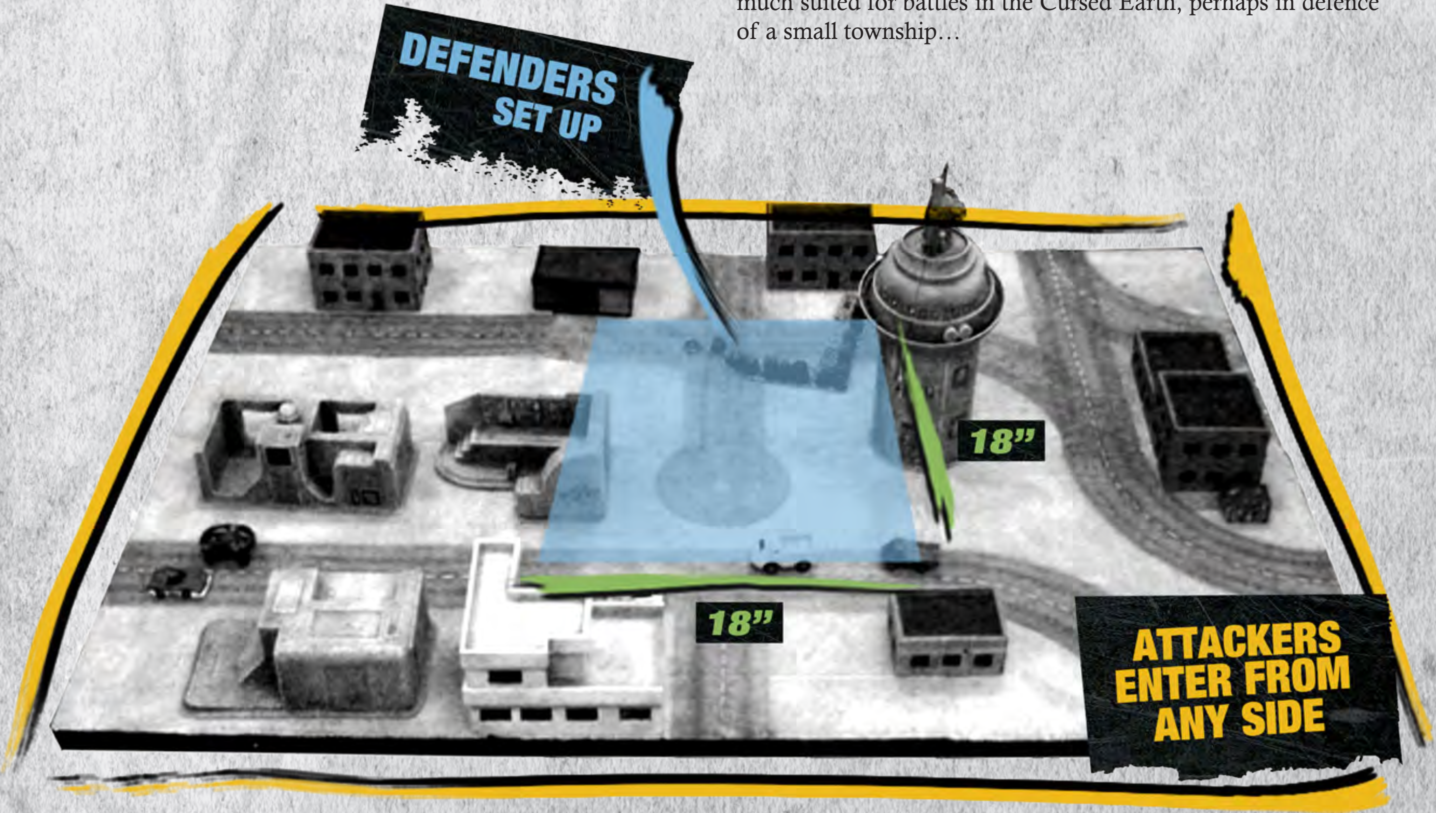
The defending force deploys its models first. The defending force may place obstacles along the edge of its deployment area. The attacking horde moves onto the table from any table edges it chooses in the first turn. The attacking horde has the first turn.

VICTORY CONDITIONS

The fight continues until either all models in the defending force have been removed from the table, either through injury or failure of Will to Fight, or the game reaches the end of the 12th turn. If the defending force has at least one model on the table after that, it may claim a victory. Otherwise, victory goes to the horde.

OPTIONS

While this battle could just as easily take place in Mega-City One (perhaps a group of Judges have been cut off from the rest of their unit and some angry punks have found them), it is very much suited for battles in the Cursed Earth, perhaps in defence of a small township…



HEIST!

A bank, wealthy con-apt or a bustling knee-pad stall has provided a too-tempting target for a gang of perps, and they have successfully broken in to grab some ill-gotten goods. However, their actions have not gone unnoticed and a rival force (either Judges responding to the break-in or another group of perps protecting their own interests) have arrived on the scene. A fight breaks out as the perps try to escape!

FORCES

Both players have equal forces in this battle. The attacking force is the one trying to carry off the stolen goods.

SET UP

The attacking force begins by deploying all its models first. All models must be placed inside or within the structure placed in the centre of the table. The defending force then places all its models at least 18" away from any model in the attacking force.

The attacker takes the first Phase of the game.

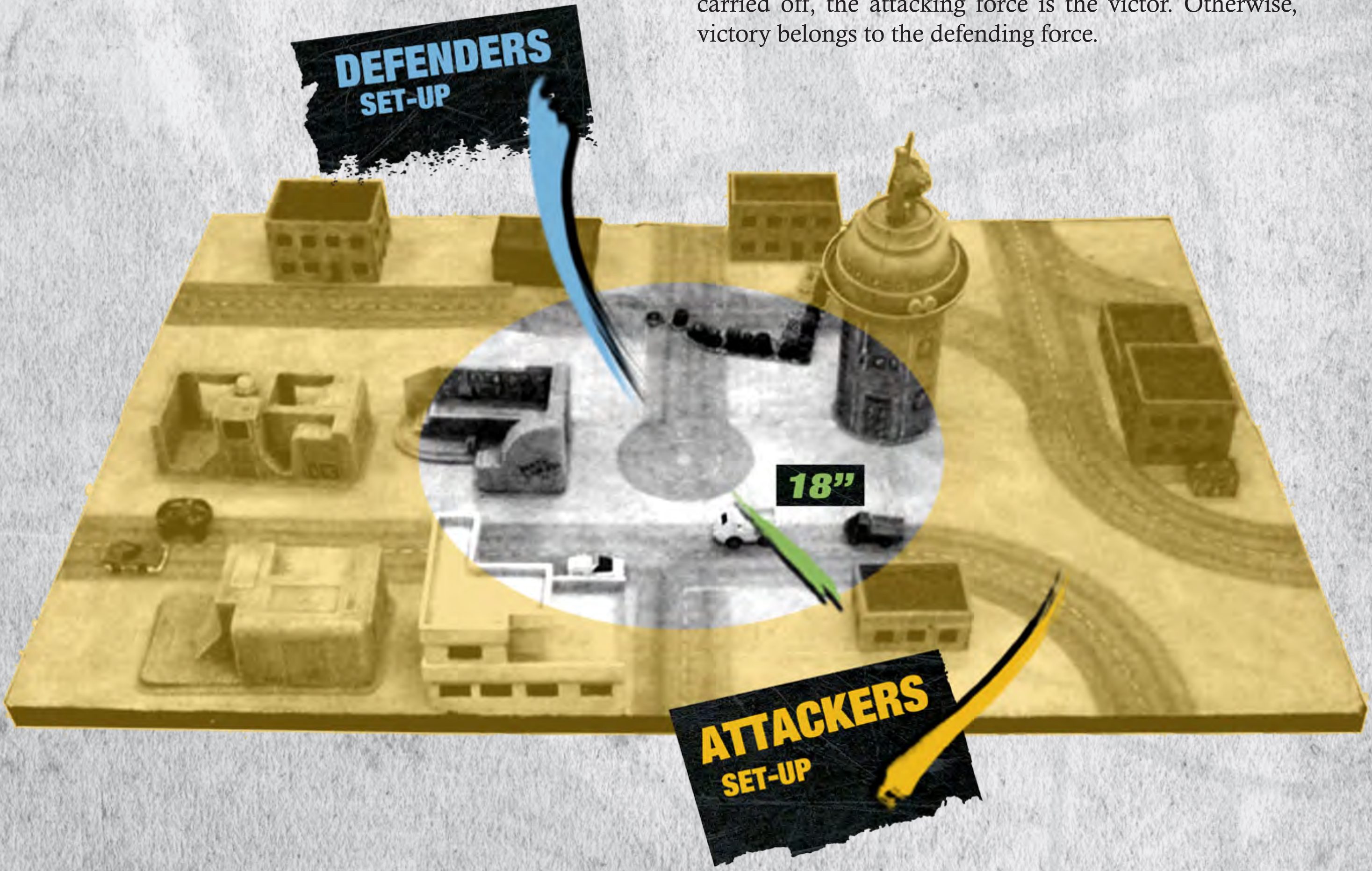
SPECIAL RULES

Each attacking model should be given one counter to represent stolen goods. If the model is removed as a casualty, its counter will remain in place and may be picked up by any other attacking model that moves over it.

VICTORY CONDITIONS

The fight continues until all the models in one of the forces have been removed from the table, through injury, failure of Will to Fight, or by voluntarily leaving the table.

Once this happens, count up how many counters were carried off any table edge by attacking models. If more than half of the starting number of counters have been carried off, the attacking force is the victor. Otherwise, victory belongs to the defending force.



SCRAWL WAR

Two rival forces have decided to mark their territory the old fashioned way – by scrawling their tags on the most prominent places in the area! Unfortunately, they have both chosen to do this in the same territory on the same day, and a fight breaks out to establish who is the dominant force.

FORCES

Both players have equal forces in this battle, and neither player is considered to be the attacker.

SET UP

To begin with, each player takes turns to place two counters on the table to represent prominent areas begging to be scrawled. These must be placed no closer than 8" from any counter already placed. Players should also choose points on the table that are 'notable' in some way – perhaps a statue, shop, or a very high point.

Both players roll a die, the lowest deploying all their models first. The highest rolling player deploys all his models second. Both players may set up no further than 12" from their table edge, as shown on the map below.

Both players roll a die. The player who rolls the highest takes the first Phase of the game.

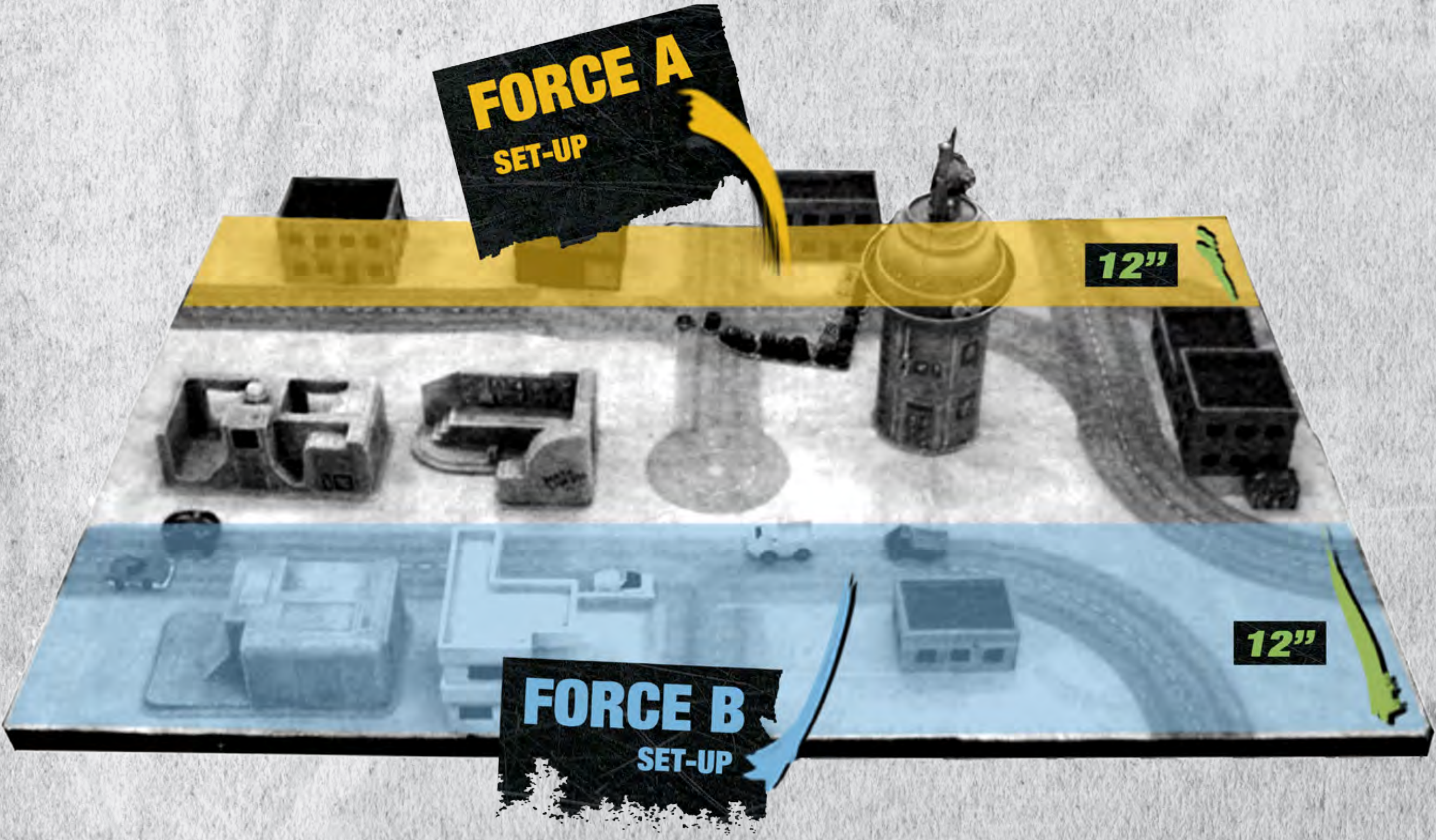
SPECIAL RULES

A model may leave a scrawl by performing a Special Action when in contact with a counter. If the opposing force has already left a scrawl on this location, then performing two Special Actions will allow the model to erase their scrawl, then leave one of his own to claim ownership of the counter. In this way, counters may change sides several times during the game.

VICTORY CONDITIONS

The fight continues until all the models in one of the forces have been removed from the table, either through injury or failure of Will to Fight.

Once this happens, count up how many counters each force has successfully scrawled. If one force has more than the other, they are the victors. If both forces have the same amount, then the force that still has at least one model on the table is the victor.



TURF GRAB

A force can sometimes become victim of its own success. After dominating the area for a while, they may find its territory has expanded beyond all control and is thinly stretched trying to manage all of them. Rival forces pay keen attention to this and will often try to invade poorly managed territory, grabbing it for themselves unless the 'owning' force shows up to fight for control.

SET UP

The player who was challenged may choose which table edge he will start on. His opponent starts on the opposite edge.

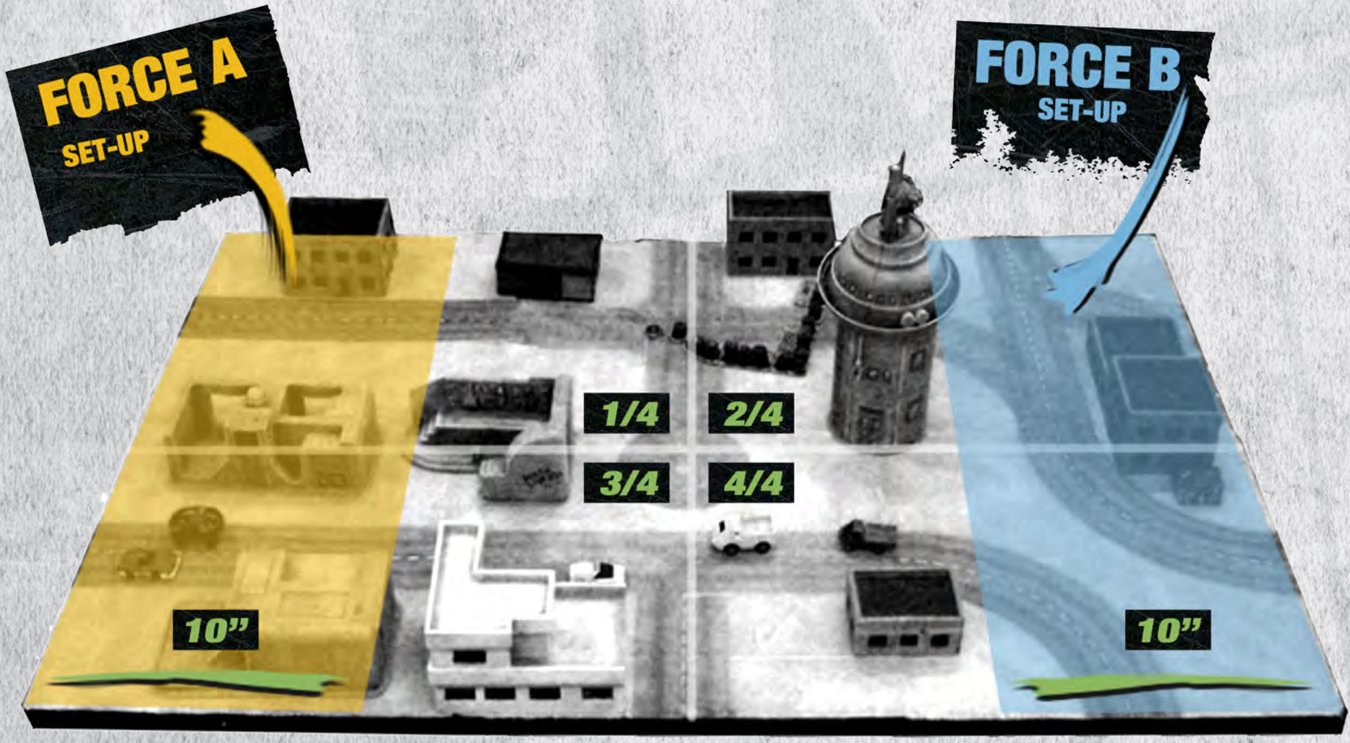
The player who made the challenge places all the models in his force first. He may place them anywhere up to 10" away from his table edge. The other player then places all the models in his force on the table, again within 10" of his table edge.

Both players roll a die. The player who rolls the highest takes the first turn of the game.

VICTORY CONDITIONS

There are two ways to win a Turf Grab. The first is to divide the playing area up into four quarters (which will normally be 12" by 12" in size). A force will win the Turf Grab by having models in at least three of the quarters, so long as each quarter does not have any enemy models within it. If a force achieves this at the end of any turn, it is assumed to have demonstrated it has complete control of the turf, forcing its rival to withdraw.

If neither force manages to control three quarters in this way, the fight continues until all the models in one of the forces have been removed from the table, either through injury or failure of Will to Fight checks.



PedWay
NO GRAFFITI
ONLY NORTH ONLY
MUNC
D TEAGUE

CAMPAIGNS

Once you have played a few battles with the Judge Dredd miniatures game, you might want to start thinking about running a campaign. A campaign is a series of inter-connected games, involving two or more forces. Each game tells part of a story for the forces involved, and you can watch the individuals in your force become more experienced and better equipped as the campaign unfolds.

You can think of a campaign as a kind of extended comic strip, with each game being a weekly instalment into the lives and well being of your Mega-City One citizens. The campaign as a whole is a complete graphic novel!

Your campaign may be a simple struggle for supremacy between two forces, such as the local Judges versus a street gang, or maybe two street gangs vying for domination of a single block. However, you can also make a campaign a huge, sprawling affair, perhaps basing it around a major event in Mega-City One's history (such as Necropolis or Judge Cal's reign of terror) with several different forces run by a group of players. You can chart the progress of your force while Mega-City One falls down around it!

This campaign system is very quick and easy to play, and allows for a 'drop in-drop out' style that means a group does not need all members present in order to carry on playing. In fact, you will find it is even possible for a force to move from one campaign to another (and back again!) without unbalancing either.

CREATING A FORCE

There are plenty of forces available in Judge Dredd, allowing you to command a force of Judges dedicated to defending Mega-City One, an alien invasion force intent on destroying the world, a group of street punks desperately trying to outrun a powerful mobster or one of many others!

There are a range of these forces to choose from and we will be adding more in the future. Select a force that best reflects your miniatures collection from the Force Lists starting on page 43.

Every model, weapon and item of equipment in Judge Dredd has a value in Credits, showing you how much it is worth – you can assume this is the cost of hiring, training or buying each Hero, Minion or item.

You have 500 Credits from which to buy models and equipment from the Force List you chose. You must purchase at least one Hero to lead your force. Any Credits left over can be saved for future purchases.

PLAYING A CAMPAIGN

Once every player has a force ready for play, you must all agree on a Campaign Goal, the first force to achieve the goal being the winner of the campaign. A selection of possible Campaign Goals are listed below, but you are welcome to create your own. Indeed, there is no requirement for every force to have the same Campaign Goal – everyone could have their own unique path to victory!

- Each force must play a set amount of games, with the overall winner being the victor of the most scenarios.
- Each force must play a set amount of games, with the overall winner being the force worth the most amount of Credits.
- The first force to field a level 25 Hero is the winner.
- The first force to have a total value of 5,000 Credits or more is the winner.

Once the Campaign Goal has been decided, you are now free to start! Follow these steps.

1. CHALLENGES

Any player can challenge any other player at any time. He simply chooses a scenario, and then selects an opponent to fight against.

2. FIGHTING BATTLES

Once two players have a game arranged, it is time to prepare their forces.

The player who made the challenge is the Attacker, if the scenario requires one.

The Credit value of the scenario is set by the player who has the greatest number of Credits spent on his force. If the opposing player has less Credits spent on his force, he may freely add models from his Mercenary List until the Credit value of his force is equal to that of his opponent – he may not use mercenaries to take a force of greater value than that of his opponent.

Once the two forces are ready, consult the scenario for set up conditions, and then fight!

3. CALCULATE VICTORIES, UPDATE ROSTERS

Once every game has been played, players should determine who has won their scenarios and check to see if the Campaign Goals have been reached.

After that, Force Rosters should be updated with any deaths and injuries (see below), and with Experience Points. Heroes may go up levels and, eventually, Minions may become Heroes.

The winner of a fight will earn 30% of the value of the force he fought while the loser will earn 25% (not including Mercenaries – see page 151 for more information). No force can earn more than 300 Credits in any single fight. These Credits may be spent within your force list immediately, adding new models or upgrading existing ones.

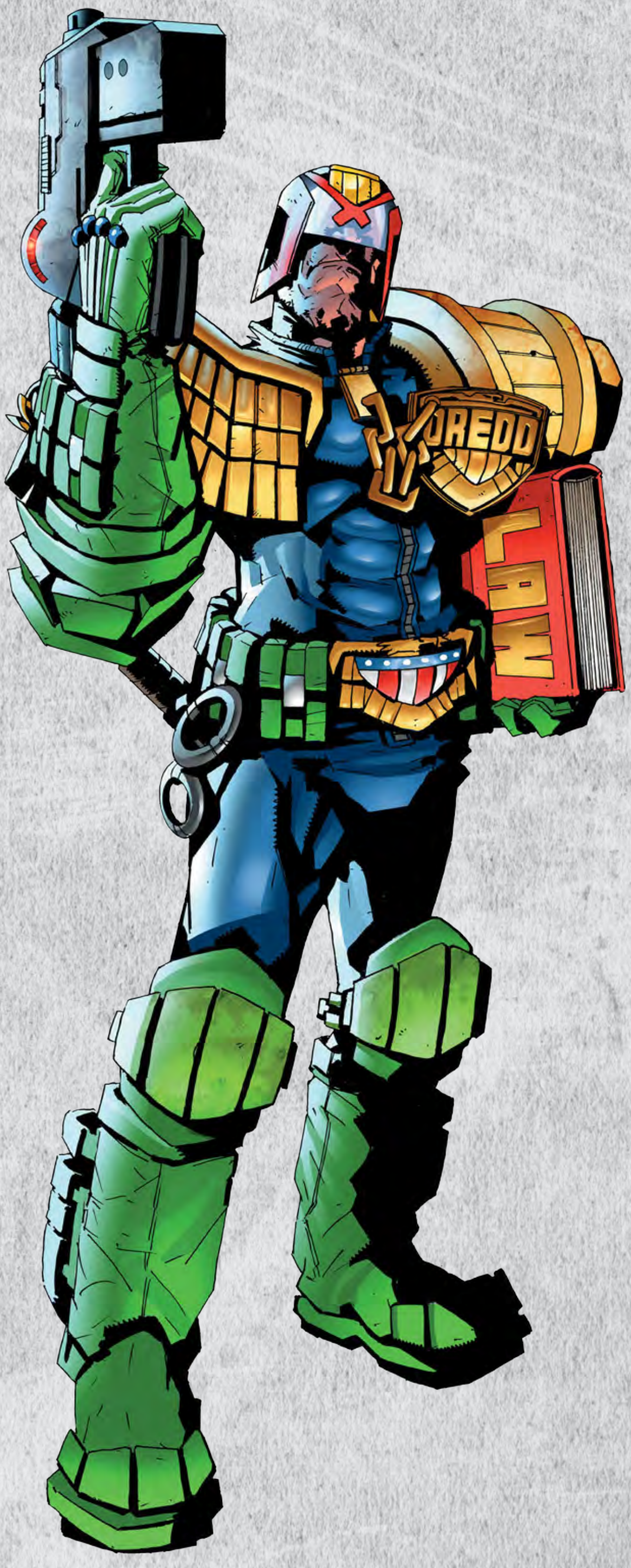
That done, go back to the first step and start arranging games again, until you find a winner of the entire campaign!

INJURIES

In the normal course of games, when a model is reduced to 0 Hits, it is removed from the table as a casualty. However, a shot or blow that takes a model out of a fight does not necessarily mean the model is dead – it may have suffered a serious and debilitating injury, or may have just suffered a scratch and kept his head down during the rest of the fight (the coward!).

When a model is reduced to 0 Hits, consult the table below after the game has been played to see what really happened to him.

Roll a die and add the Damage score of the weapon that reduced the model to 0 Hits.



INJURY LOCATION TABLE

Die Roll	Location	Injured	Crippled	Torn Apart
1	Head	–1 Shoot	–1 Shoot, –1 Will, –1 Psi	Dead
2–4	Arm (1–5 left, 6–10 right)	–1 Agility	–1 Agility, –1 Melee Dice (minimum 1D), may not use two-handed or dual wielding weapons	–1 Agility, –1 Melee Dice (minimum 1D), may not use two-handed or dual wielding weapons
5–8	Body	–1 Agility, –1 Melee	–1 Hits (min. 1)	Dead
9–10	Leg (1–5 left, 6–10 right)	–1 Move	–1 Move, –1 Agility	–3 Move, –1 Agility, –1 Melee Dice (minimum 1D)

Roll	Wound Sustained
5 or less	Scratch
6-8	Injured
9-10	Crippled
11	Torn Apart
12 or more	Dead

Scratch: The model has suffered a nasty wound and is knocked unconscious. However, the model recovers quickly and will be ready to take his place in the next fight in the campaign.

Injured: The model has suffered a serious injury. Though the model will recover quickly enough to take part in the next campaign game, it will always suffer from this brush with death. Roll on the Injury Location Table below and apply the effects permanently to the model's characteristics.

Crippled: The model has suffered a permanent and debilitating injury. The model will miss the next campaign game as it recovers and must roll on the Injury Location Table below, applying the effects permanently to its characteristics.

Torn Apart: A body part has been literally torn or cut off! The model will miss the next two campaign games. Roll on the Injury Location Table and apply the effects permanently to the model's characteristics. Players should feel free to convert their model's appearance to reflect such an injury, as this injury cannot be healed in any way.

Dead: The model has bought the farm, been exterminated, is seriously pushing up daisies. He's dead, Jim. Remove him from the Force Roster permanently.

CYBERNETICS

The characteristic losses from injuries to arms and legs may be negated by simple bionic limbs, or by any other replacement limb. The cost of these does not count towards any credit limit the model normally has.

INJURED MINIONS

Minions do not roll on the Injury Table when they are removed as casualties. Instead, roll one die for each Minion that has become a casualty. Add +2 if the Minion was removed because it failed a Will to Fight check.

On a 7 or more, they are returned to the force with no ill effects. On a 6 or less, they are dead, have been arrested, run away, or otherwise failed to return to the force. They are removed from the force permanently.

ARRESTS IN CAMPAIGNS

If a model is arrested in a campaign, it is removed from the table immediately as a casualty. After the game, roll a die on the table below and see what happens to it!

Roll	Effect
1-6	**Doing Time:** The model is duty sentenced and sent to the iso-cubes. It is permanently removed from the campaign.
7-8	**Shot During Escape:** As Breakout below, but the model is shot during escape. Roll for an injury.
9	**Breakout:** The model is sent to the cubes but eventually escapes. Roll one die. On a 1-3 it misses one game before returning to the force. On a 4-7, two games are missed and on an 8 or more, three games are missed.
10	**Escaped:** The model ships out of the clutches of the Law on its way to the cubes. It returns to the force immediately.

MERCENARIES

Mercenaries are most commonly used by a force when facing a stronger enemy. While mercenaries will allow players to always fight on an even scale, they are expensive to use and will always leave your force after their work is done.

Some mercenaries are no better than common grunts, but can be used in vast numbers, while others are great heroes or celebrities, known across Mega-City One and beyond. They are also a good way of gaining models that are not normally accessible in a force list.

USING MERCENARIES

Whenever a player finds he is facing a force of greater points value in a campaign, he may use any number of Mercenaries to bring his force into balance. He may add as many Mercenaries as he likes from his force list, but his total force Credits value may not exceed that of his opponent.

Once a battle has been fought with Mercenaries, they are removed from the force immediately – they never gain Experience Points.

If you use any Mercenaries in your force, the amount of Credits you receive from the battle will have 10% of the Credit values of all Mercenaries used deducted from it.

You are never required to use Mercenaries, even if you are at a great points deficit with your opponent. In fact, such a one-sided battle may become one of the best games you have ever played!

MORE MERCENARIES

The next chapter, Heroes and Villains of Mega-City One provides you with more Mercenaries to use in your games, in the form of famous personalities who have appeared in 2000AD and the Judge Dredd Megazine, including Judge Dredd himself!

The Mercenaries listed in each force list include some that are available as ordinary force members in the same or other force list. These can be used with all the options listed in their force lists, meaning they are extremely flexible Mercenaries to use.

For example, the Street Gang force list on page 53 lists a punk as being available for Mercenary use, as well as being purchasable for the force list itself. If a Street Gang finds itself facing a stronger enemy, it can temporarily recruit more punks as Mercenaries, and give them any options listed such as additional equipment or upgrade some to become Heroes. The punk is also listed as being available as a Mercenary in other force lists as well, such as the Mobsters on page 57. Again, a Mobster player can consult the Street Gang force list and use its punks with the full range of options listed.

-CASE FILE-

THE LONG WALK

When a Judge becomes too old or too badly injured to continue his duties, there are few options. Some continue in the Justice Department in administrative duties or as tutors in the Academy of Law. Most, however, take the Long Walk, taking the Law to the lawless in the Cursed Earth or Undercity. They do this alone and are allowed to keep their Lawgiver and Lawmaster on the understanding neither falls into the wrong hands.

ACADEMY OF LAW TUTOR

250 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+2
MELEE	+1
MELEE DICE	2D
WILL	+3
ARMOUR	+5
HITS	7

TYPE: LEVEL 5 INFANTRY HERO

EQUIPMENT: BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR

TALENTS: ACCURATE, BRAVE, CLOSE COMBAT SHOOTER, DIE HARD, INSPIRE, NERVES OF STEEL

-CASE FILE-

Judges permanently injured in the line of duty often find themselves reassigned to the Academy of Law, where their experience and knowledge can be passed on to the next generation of Judges. Their bionic replacement limbs and organs are a stark warning for cadets of the dangers present on the streets of Mega-City One.

OPTIONS

- May be purchased up to 250 Credits of Cybernetics.

SPECIAL RULES

Favourite Teacher: Tutors are well-regarded by Judges on the street, who likely studied under them in the Academy of Law. Any friendly Judge within 12” of the tutor may re-roll any failed Will check.

BAT BURGLAR

80 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+0
MELEE	-1
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE: INFANTRY MINION

EQUIPMENT: BAT GLIDER, HANDGUN

-CASE FILE-

Batting is a popular, if somewhat restricted, activity in Mega-City One. Around blocks where it is permitted, citizens can be seen soaring the heights with rocket-assisted bat wings. Enterprising thieves have taken this hobby to heart, allowing them access to apartments on the highest block levels to steal in through the exterior windows, which rarely have the same level of security as the block’s interior.

CADET JUDGE

75 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+5
HITS	1

TYPE: INFANTRY MINION

EQUIPMENT: BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

Though spending most of their time concealed within the Academy of Law, cadets are occasionally allowed into the city, under the strict watch of a Judge. Though barely in their teens, a well-trained cadet has been the ultimate nemesis for more than one perp.

ELECTRO-CORDON

25 CREDITS

MOVE	4”
AGILITY	-1
SHOOT	—
MELEE	—
MELEE DICE	0D
WILL	—
ARMOUR	+7
HITS	4

TYPE:

INFANTRY ROBOT MINION

-CASE FILE-

Electro-cordons are tall, automated units that generate a powerful, highly-charged force field used to protect Justice Department facilities from trespassers. They also feature prominently in block wars, where they can be used to hold back or corral rioting citizens very effectively.

SPECIAL RULES

Judge Controlled: An Electro-Cordon may not take any actions in a turn unless a friendly Judge within line of sight first performs a Special action to give Electro-Cordons orders. One Judge may control any number of Electro-Cordons so long as they are and remain within line of sight. An Electro-Cordon may only perform Move actions.

Zzzappppp! An Electro-Cordon will automatically create an energy field between itself and any other Electro-Cordons within 5” and line of sight. Any model crossing between these Electro-Cordons will automatically get zapped, forcing them to make an Armour roll as normal, or lose one Hit.

EXORCIST JUDGE

190 CREDITS

PSI 7

MOVE	5”
AGILITY	+1
SHOOT	+2
MELEE	+1
MELEE DICE	3D
WILL	+2
ARMOUR	+5
HITS	4

TYPE:

LEVEL 3 INFANTRY HERO

EQUIPMENT:

LAWGIVER, SILVER-BLADED BOOT KNIFE, STANDARD ISSUE ARMOUR

TALENTS:

DANGER SENSE, ECTOPLASMIC ATTACK, ECTOPLASMIC SHIELD, MIND SHIELD

-CASE FILE-

Hailing from a sub-department of Psi-Div, the Exorcist Judges are trained to tackle supernatural entities, such as ghosts, spectres and demons.

SPECIAL RULES

Exorcism: If an Exorcist Judge is within 6” of a Grand Warlock, roll a die. The result of this roll is deducted from any Summoning rolls. In addition, if the Exorcist Judge is within 6” of a possessed model or the spirit form of a Dark Judge, it may try to exorcise the entity with a Special action. Both models make opposed Will checks. If the Exorcist Judge is successful, the entity is vanquished; remove the possessed model as a casualty. However, if the Exorcist Judge rolls a 1 for a 1 or a 2 when attempting to exorcise the spirit form of a Dark Judge, then he is immediately removed as a casualty!

Silver-bladed Boot Knife: Demonic entities can never ignore hits from this weapon.

10 CREDITS

FUTSIE

MOVE	5”
AGILITY	+1
SHOOT	-1
MELEE	+1
MELEE DICE	2D
WILL	+3
ARMOUR	0
HITS	2

TYPE:

INFANTRY MINION

-CASE FILE-

Named after the Future Shock Syndrome, a large number of the population within Mega-City One turn Futsie at some point during their lives. The pressure and fast pace of modern life can simply prove to be too much and they just flip into a psychosis where everyone is the enemy. The most quite and mild mannered citizen can spontaneously turn into a raving lunatic, stealing high powered weaponry and laying waste to anything that moves, quite heedless of their own life and safety.

OPTIONS

- May be purchased any one weapon or piece of equipment.

SPECIAL RULES

Completely Mad!: You can never rely on a Futsie, and they can turn into psychotic rage at any moment. At the start of each turn, both players roll a die, with the Futsie player adding +5 if he rolls an odd number – the highest will have control of the Futsie in that turn. In addition, the Futsie will automatically ignore any attempts to arrest him.

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175 CREDITS

GORILLA GANGSTER

MOVE	5”
AGILITY	+1
SHOOT	+2
MELEE	+1
MELEE DICE	3D
WILL	+1
ARMOUR	+0
HITS	4

TYPE:

LEVEL 2 INFANTRY HERO

EQUIPMENT:

SPIT GUN

TALENTS:

AGILE, DIRTY FIGHTING, LIGHT FOOT

-CASE FILE-

Having worked his way up through the ranks of an ape gang, the Gorilla Gangster has gone freelance, and now hires his considerable skills (and muscle) to the highest bidder.

SPECIAL RULES

Swinging Apes: The Gorilla Gangster is very agile, and can scale sheer surfaces or swing across wide gaps with ease. He can treat any sheer surface as clear terrain, so long as he begins and ends its Phase on a flat surface, and can move across any open gap up to his Move without making an Agility check.

HEAVY WEAPONS JUDGE

175 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+3
MELEE	+1
MELEE DICE	2D
WILL	+2
ARMOUR	+5
HITS	3

TYPE:

LEVEL 2 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, STANDARD ISSUE ARMOUR

TALENTS:

ACCURATE, CRACKSHOT, WILD SHOOTING

-CASE FILE-

A very specialised Judge, the Heavy Weapons units are deployed only when a great threat looms over Mega-City One or citizens are in danger from non-residents of the city. Armed with a selection of very powerful weaponry, a Heavy Weapons Judge can turn the tide of an invasion.

SPECIAL RULES

Heavy Weapon: The Heavy Weapons Judge must be purchased either a Lazooka or Anti-Personnel Rotary Cannon for +100 points.

500 CREDITS

HOLOCAUST JUDGE

MOVE	5"
AGILITY	+3
SHOOT	+4
MELEE	+3
MELEE DICE	4D
WILL	+2
ARMOUR	+8
HITS	10

TYPE:

LEVEL 8 INFANTRY HERO

EQUIPMENT:

HOLOCAUST SUIT HS/1, LAWGIVER

TALENTS:

ACADEMY STAR, ACCURATE, AGILE, BRAVE, CRACKSHOT, CREEP MANAGEMENT HEADBREAKING, LEG SHOT, SITUATIONAL AWARENESS

-CASE FILE-

The Holocaust Judge is deployed only in the most exceptional circumstances. Highly trained, highly experienced, and equipped with the best armour the Justice Department can devise, he is sent into the most dangerous of situations and expected to lay down his life for Mega-City One if required.

OPTIONS

- Swap Lawgiver for Widowmaker for +50 Credits
- Swap all equipment for Holocaust Suit HS/2 for +250 Credits

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90 CREDITS

JUVE JIMP

MOVE	5"
AGILITY	+1
SHOOT	+0
MELEE	-1
MELEE DICE	2D
WILL	+1
ARMOUR	4
HITS	2

TYPE:

LEVEL 1 INFANTRY HERO

EQUIPMENT:

KNIFE, HANDGUN, PAD ARMOUR

TALENTS:

BRAVE, LUCK OF GRUD

-CASE FILE-

Judge impersonators are rare in Mega-City One, as the penalties for being caught (and they always are) are severe. However, juves are not prone to caring about legalities and while not completely convincing, particularly strong-willed juve can sometimes pull off the manner of a Judge long enough to cause doubt.

SPECIAL RULES

Halt, Lawbreaker!: The Juve Jimp can try to arrest enemies, driving them out of the battle (at least, for long enough for the battle to be won). The Juve Jimp can use the Arrest rules but, unlike Judges, is not required to! Any models that are arrested will automatically be returned to their force after the battle without having to roll on the table on page 150.

295 CREDITS

MECHANISMO MK1

MOVE	5"
AGILITY	+0
SHOOT	+2
MELEE	+2
MELEE DICE	3D
WILL	+0
ARMOUR	+7
HITS	4

TYPE: ROBOT INFANTRY MINION

EQUIPMENT: JUDGEMENTBRINGER CANNON, MECHANISMO ROCKETS

-CASE FILE-

Following many disasters in Mega-City One, the Judges found themselves seriously short-handed. The automated Mechanismo droids were an attempt to quickly rectify this by putting robotic Lawkeepers on the streets. However, the Mk I Mechanismo units were found to be a little twitchy, and a few deaths were involved…

SPECIAL RULES

I am the Law!: The Mechanismo acts as a Judge at all times. It must, for example, always attempt to arrest a model before attacking it.

Twitchy: If the Mechanismo is successfully hit by any attack (regardless of whether it loses any Hits), roll a die. On the roll of a 1, the Mechanismo malfunctions. On subsequent turns, it will always move towards the nearest model (friend or foe!) and attempt to arrest it. If the attempt fails, it will then attack the model until it is destroyed. It will then start moving towards the next nearest model, and so on.

	Range	Shooting Dice	Damage	AP	Special Rules
Judgementbringer Cannon	18"	4D	2	-2	—
- Armour-piercing	—	1D	1	-4	—
- High-explosive	—	1D	3	-2	Explosive 1
- Incendiary	—	1D	1	0	—
- Standard Execution	—	3D	2	-1	—
Mechanismo Rockets	24"	1D	1	0	Explosive 1

375 CREDITS

MECHANISMO MK2

MOVE	6"
AGILITY	+0
SHOOT	+3
MELEE	+2
MELEE DICE	3D
WILL	+3
ARMOUR	+7
HITS	5

TYPE: ROBOT INFANTRY MINION

EQUIPMENT: JUDGEMENTBRINGER CANNON, MECHANISMO ROCKETS

-CASE FILE-

Despite the bad publicity surrounding the Mechanismo project, not to mention the personal condemnation by Judge Dredd, development continued in secret. The Mechanismo Mk II units do not share the twitchy nature of their predecessors and are sometimes used in times of extreme emergency.

SPECIAL RULES

I am the Law!: The Mechanismo acts as a Judge at all times. It must, for example, always attempt to arrest a model before attacking it.

	Range	Shooting Dice	Damage	AP	Special Rules
Judgementbringer Cannon	18"	4D	2	-2	—
- Armour-piercing	—	1D	1	-4	—
- High-explosive	—	1D	3	-2	Explosive 1
- Incendiary	—	1D	1	0	—
- Standard Execution	—	3D	2	-1	—
Mechanismo Rockets	24"	1D	1	0	Explosive 1

MED-JUDGE

120 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+2
MELEE	+1
MELEE DICE	3D
WILL	+1
ARMOUR	+4
HITS	2

TYPE:
LEVEL 1 INFANTRY HERO

EQUIPMENT:
BOOT KNIFE, LAWGIVER, MEDI-KIT, LIGHTWEIGHT ARMOUR

TALENTS:
AGILE, MEDIC

-CASE FILE-

Tasked with keeping Mega-City One safe from virulent diseases and plagues, Med-Judges can also be found on the frontline of the streets, ensuring the safety of other Judges when under fire.

OPTIONS

- Swap lightweight armour with standard issue armour for +30 points.
- Ride a Lawmaster for +150 Credits

SPECIAL RULES

Healthy Hands: So long as the Med-Judge survives the battle, he may use his Medic Talent on a force afterwards.

PYROKINETIC

225 CREDITS

PSI 15

MOVE	5"
AGILITY	+1
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+7
ARMOUR	0
HITS	8

TYPE:
LEVEL 7 INFANTRY HERO

EQUIPMENT:
KNIFE

TALENTS:
CONCENTRATED MIND, FLAMING SHROUD, INCINERATING FINGER, PYROKINETIC BURST, RESIST FLAMES, SILENT ACTION, STEALTHY, THE POWER WITHIN

-CASE FILE-

Having spent most of her life hiding from the Justice Department's Psi-Div, the Pyrokinetic nevertheless has powerful abilities at her command, and has learned how to survive. On the streets of Mega-City One these abilities command a high value.

ROBODOC

50 CREDITS

MOVE	4"
AGILITY	+0
SHOOT	—
MELEE	-2
MELEE DICE	1D
WILL	+0
ARMOUR	3
HITS	1

TYPE:
INFANTRY ROBOT MINION

EQUIPMENT:
MEDI-KIT

-CASE FILE-

A staple of the hospitals in Mega-City One, a Robodoc can be worth its weight in Umpty Candy to a gang who finds it has injured members but cannot go to official medical facilities.

SPECIAL RULES

Mechanised Healer: If a Robodoc is present during a battle, it can get to injured allies in the aftermath, quickly enough to perform emergency procedures. If the Robodoc is not a casualty at the end of a battle, pick one casualty and roll a dice. On a 3 or more, the model need not roll on the Injury Table and will return to the force unharmed. The Robodoc may administer to other injured members after this, but there will be a cumulative –2 penalty on the dice roll for every further attempt.

Buy, not Lease: Many gang leaders become suitably impressed with a Robodoc they have hired and make moves to purchase it, whether through legal channels or not. After a Robodoc has been used as a mercenary, you may choose to buy it permanently for 100 Credits.

SENIOR JUDGE

325 CREDITS

MOVE	5”
AGILITY	+3
SHOOT	+4
MELEE	+2
MELEE DICE	4D
WILL	+2
ARMOUR	+5
HITS	10

TYPE:

LEVEL 8 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES.

TALENTS:

ACADEMY STAR, ACCURATE, BRAVE, CLOSE COMBAT SHOOTER, CREEP MANAGEMENT, DISARMING SHOT, DIRTY FIGHTING, HEADBREAKING, LEG SHOT

-CASE FILE-

While there are technically no ranks among the Street Judges, years spent policing citizens and raw ability automatically command respect. There is no one better suited to facing tough investigations or disasters alone.

OPTIONS

- Ride a Lawmaster for +150 Credits

SENIOR BRIT-CIT JUDGE

315 CREDITS

MOVE	5”
AGILITY	+3
SHOOT	+3
MELEE	+3
MELEE DICE	3D
WILL	+3
ARMOUR	+5
HITS	10

TYPE:

LEVEL 8 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, PC 101 HANDGUN, STANDARD ISSUE ARMOUR, TRUNCHEON

TALENTS:

ACADEMY STAR, ACCURATE, AGILE, CLOSE COMBAT SHOOTER, CRACK SHOT, CRIPPLING FIRE, LIGHT FOOT, SITUATIONAL AWARENESS, STEALTHY

-CASE FILE-

Senior Judges are from Beat Division but have far more years on the streets than most of their peers. They have a wealth of accumulated knowledge and 'tricks' that allow them to bypass time-consuming investigative procedures.

OPTIONS

- Ride an Iron Lion for +80 Credits
- Swap PC101 Handgun for Bumf Gun for +0 Credits

SENIOR EAST MEG JUDGE

320 CREDITS

MOVE	5”
AGILITY	+3
SHOOT	+3
MELEE	+3
MELEE DICE	3D
WILL	+4
ARMOUR	+5
HITS	10

TYPE:

LEVEL 8 ILLEGAL HERO

EQUIPMENT:

BOOT KNIFE, DAYSTICK, KRASHNIKOV 99 SIDEARM, STANDARD ISSUE ARMOUR

TALENTS:

ACCURATE, AGILE, BELOW THE BELT, BRAVE, CLOSE COMBAT SHOOTER, CRACK SHOT, CRIPPLING FIRE, DEADLY STRIKE, DIRTY FIGHTING

-CASE FILE-

Feared and respected in equal measure by the Judges below them, these senior Judges are at the height of their career and likely looking forward to gaining a position within the Diktatorat itself.

OPTIONS

- Swap Krashnikov 99 sidearm with a Krashnikov 97 carbine for +10 Credits.
- Add a Satellat for +50 Credits or a Heavy Satellat for +100 Credits.

SJS JUDGE

225 CREDITS

MOVE	5”
AGILITY	+2
SHOOT	+2
MELEE	+2
MELEE DICE	3D
WILL	+2
ARMOUR	+5
HITS	5

TYPE:

LEVEL 4 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

TALENTS:

AGILE, HEADBREAKING, LEG SHOT, LUCK OF GRUD, STEALTHY

-CASE FILE-

The SJS are men and women dedicated to ensuring corruption and other wrong-doing is stamped out within the Justice Department. They are usually extremely competent veterans of the streets since the criminals they normally face are both highly trained and well equipped Judges. SJS Judges can still be found on the streets, following leads and supporting their colleagues where necessary.

SPACE CORPS JUDGE

270 CREDITS

MOVE	5”
AGILITY	+2
SHOOT	+3
MELEE	+2
MELEE DICE	3D
WILL	+1
ARMOUR	+6
HITS	5

TYPE:

LEVEL 4 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, SPACE CORPS ARMOUR, WIDOWMAKER

TALENTS:

AIM, BRAVE, HEADBREAKING, MARTIAL ARTIST, SUPPRESSING FIRE

-CASE FILE-

An elite unit, typically stationed far from Earth, the Space Corps is responsible for fighting alien forces on worlds light years away who might end up threatening Mega-City One. Very well-trained and well-equipped, there are few enemies that can withstand a full squad from the Space Corps.

OPTIONS

- May be purchased Advanced Bionic Arms or Advanced Bionic Legs for +50 Credits.

TEK JUDGE

130 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	3D
WILL	+2
ARMOUR	+4
HITS	2

TYPE:

LEVEL 1 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, LAWGIVER, LIGHTWEIGHT ARMOUR

TALENTS:

BODGE ‘N’ FIX, CAN WE FIX IT?

-CASE FILE-

The development, maintenance and quite often the operation of the Justice Department’s most advanced crime fighting equipment is the province of the tek-Judges. Selected for their high intelligence, creativity and intuitive grasp of complex technical subjects, Tek-Judges continually develop new weaponry, handle forensic investigations and pilot high-tech vehicles such as the H-Wagon.

OPTIONS

- Swap lightweight armour with standard issue armour for +30 points.
- Ride a Lawmaster for +150 Credits

SPECIAL RULES

Can We Fix It?: The Tek-Judge may attempt to repair any vehicle he is on board. Alternatively, he can also attempt to repair any vehicle he is in contact with, so long as the vehicle did not move the last time its driver took his actions. The Tek-Judge can attempt to either restore a lost Hit or repair an existing critical hit by performing a Special action and making a successful Will check.

WALLY SQUAD JUDGE

100 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+2
MELEE	+1
MELEE DICE	3D
WILL	+1
ARMOUR	+0
HITS	2

TYPE:
LEVEL 1 INFANTRY HERO

TALENTS:
STEALTHY, SILENT ACTION

-CASE FILE-

The Wally Squad consists of Judges who are in plain clothes, able to mingle with citizens and perps alike in order to bring criminals to justice.

OPTIONS

- May purchase up to 100 Credits of non-Justice Department equipment.

SPECIAL RULES

Undercover: You may choose not to deploy this model with the rest of your force but instead force your opponent to deploy it as if it were one of his models. The Wally Squad Judge is used by your opponent as if it were on his side, until you declare at the start of a turn that the Judge is revealing himself. From that point on, it acts as a normal Judge.

WEREWOLF

+75 CREDITS

MOVE	add +1
AGILITY	add +1
SHOOT	lose -3
MELEE	add +2
MELEE DICE	add +2D
WILL	lose -1
ARMOUR	+3
HITS	add +3

TYPE:
ILLEGAL INFANTRY

EQUIPMENT:
TEETH AND CLAWS

-CASE FILE-

Lycanthropy is a recognised disease in Mega-City One, and werewolves are not an altogether uncommon sight in the Undercity or Cursed Earth. Some form into packs while others take advantage of their unique nature and rise to the top of gangs and other criminal organisations. They all have one thing in common though – when the wolf takes shape, their actions are never completely predictable.

SPECIAL RULES

Lycanthrope: The Werewolf is not a standard Mercenary but a permanent upgrade that can be bought at any time for any Infantry model in a force that has Werewolf listed in its Mercenary list. Be warned, however, for once you make a Hero a Werewolf, you cannot cure him! A Hero is upgraded by paying the Credits cost listed above. From this point on, there is always a chance the hero will turn into a Werewolf during combat.

Wolfing Out: At the end of any turn in which the Werewolf Hero was in close combat, was shot at, or loses a Hit, roll one die. You may also voluntarily choose to roll this die, regardless of what happened in the turn, if the Hero is Level 3 or higher. On an 8 or more, replace the model with a Werewolf. The model loses all its weapons and equipment (these will be recovered at the end of the game), and adjusts its characteristics as shown above. The Hero will remain in wolf form for the rest of the game.

Bloodlust: Whenever a Werewolf defeats an opponent in close combat, it must make a Will check at the end of that turn. If it fails, its opponent gains control of the model for the next turn, who will no doubt cause it to rampage through its own allies as it is consumed with bloodlust! A Will check may be made at the end of every turn to regain control of the Werewolf.

Self Control: Those who have lived with the wolf inside them have learned to control their base impulses – to some extent, at least. A Hero of Level 5 or higher may voluntarily Wolf Out at the end of any turn. In addition, if the hero was in close combat, shot at, or loses a Hit, he only automatically Wolfs Out on a roll of a 10.

VID REPORTER

25 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	—
MELEE	-1
MELEE DICE	1D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:

INFANTRY MINION

-CASE FILE-

With tens of thousands of holo-vid stations available in Mega-City One, it takes a special kind of craziness to be a vid reporter, as they must consort with the worst elements in the worst locations in order to get a good story.

SPECIAL RULES

Exclusive: Only one Vid Reporter may be taken by a force.

Story of the Day: The Vid Reporter wants his story, and will risk much to get it. He wants to tape the real action, and get close to it, acquiring a Vid Score through a battle. His vid camera has an 18” range for decent close ups. Every time he can take a Shoot action (with his camera) at a model in Line of Sight who has taken at least one Shoot or Melee action in the same turn, add one to his Vid Score. At the end of the battle, the Vid Reporter will try to sell his story – if he is successful, he may make his past allies heroes for the next few days, allowing them personal interviews, endorsements, vid deals and whatever else they can grab!

If the Vid Reporter survives the battle, roll one die and add his Vid Score, then consult the table below for the extra benefits the force gains from the extra media attention.

D10 + Vid Score	Result
1-5	No one is in the interested in the story. Nothing gained.
6-12	Bigger news is taking place today. Receive 25 credits.
13-16	Minor networks pick up the story. Receive 100 credits.
17-20	One major network demands an exclusive but only plays the story once. Receive 250 Credits
21-25	News of the next five minutes. Receive 500 Credits.
26-40	News of the Hour! Receive 1,000 Credits.
41 or more	News of the Day! Receive 1D10 x 500 Credits!

HEROES & VILLAINS

The models in this chapter are all 'personalities,' famous individuals who have appeared in the comic strips of 2000AD. Here, you will find everything you need to bring these characters straight into your games – and even into your force during an ongoing campaign!

These models are used in the same way as Mercenaries, with the exception that only one of each may be used in any game – there is, after all, only one Judge Dredd! If two players wish to use the same model in the same game, both should roll a die, with the highest getting the privilege of using that model. His opponent must pick another (or use a regular Mercenary).

-CASE FILE-

JUDGE MINTY

A good Judge who began to entertain thoughts of treating citizens with kindness rather than enforcing harsh Laws, Judge Minty retired honourably and took the Long Walk into the Cursed Earth.

CHIEF JUDGE HERSHEY

465 CREDITS

MOVE	5"
AGILITY	+3
SHOOT	+4
MELEE	+2
MELEE DICE	3D
WILL	+4
ARMOUR	+5
HITS	15

TYPE:

LEVEL 14 INFANTRY HERO

EQUIPMENT:

LAWGIVER, STANDARD ISSUE ARMOUR

TALENTS:

ACADEMY STAR, ACCURATE, BRAVE, CLOSE COMBAT SHOOTER, CRACKSHOT, CREEP MANAGEMENT, CRIPPLING FIRE, DISARMING SHOT, HEADBREAKING, INSPIRE, LEG SHOT, MARTIAL ARTIST, RAPID FIRE, PARRY, SITUATIONAL AWARENESS

-CASE FILE-

Taking over from Volt after the Second Robot War, Hershey has had the longest reign of any Chief Judge other than Goodman. Since then, she has presided over several major disasters that have threatened Mega-City One, and has survived an assassination attempt.

AVAILABLE TO: Justice Department

CHOPPER

190 CREDITS

MOVE	5"
AGILITY	+3
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+1
ARMOUR	+0
HITS	5

TYPE:
LEVEL 4 FLYER HERO

EQUIPMENT:
POWER BOARD

TALENTS:
JINKER, LUCK OF GRUD X2, SLIPPERY, STUNT SURFER

-CASE FILE-

Born Marlon Shakespeare, Chopper gained some notoriety as a daredevil sky surfer, but rose to international prominence during Supersurf 10 in Oz, the largest (and most dangerous) race of its kind. He lost the race by mere inches to Jug McKenzie, but Chopper's 11,000 kilometre journey across the Pacific just to get to the race marked him as a master sky surfer.

SPECIAL RULES

Fly-By: Chopper is a skilled sky surfer, perhaps the best in the world. As a Move action, he may move over a single enemy model and perform a fly-by, using his power board to knock them off balance. Close combat between Chopper and the enemy model is fought immediately but Chopper adds his Melee Dice together to get his combat total and, if the enemy model wins, Chopper does not lose any Hits. If Chopper wins, his enemy is treated as having been hit by a Power Shot weapon.

AVAILABLE TO: Sky Surfer Gang, Street Gang

THE EXECUTIONER

75 CREDITS

MOVE	5"
AGILITY	+2
SHOOT	+1
MELEE	+0
MELEE DICE	2D
WILL	+1
ARMOUR	+0
HITS	4

TYPE:
LEVEL 2 INFANTRY HERO

EQUIPMENT:
HANDGUN

TALENTS:
ACADEMY STAR, ACCURATE, BRAVE

-CASE FILE-

Thrown out of the Academy of Law in her 12th year for a liason with a man she eventually married, Blanche Tatum became a vigilante known as The Executioner as she hunted down the gangsters responsible for her husband's death.

AVAILABLE TO: Lone Vigilante

FERGEE, KING OF THE BIG SMELLY

155 CREDITS

MOVE	5"
AGILITY	+0
SHOOT	+0
MELEE	+4
MELEE DICE	3D
WILL	+0
ARMOUR	+0
HITS	5

TYPE:
LEVEL 4 INFANTRY HERO

EQUIPMENT:
LARGE CLUB

TALENTS:
DIRTY FIGHTING, BRAVE, CARELESS CHARGE, BELOW THE BELT, THUNDERING CHARGE

-CASE FILE-

A resident of the Undercity, Fergee became a hero of Mega-City One when he joined forces with Judge Dredd to defeat the mad tyrant Chief Judge Cal. He proved fearless, even when capturing a pat wagon or going up against Kleggs in hand-to-hand combat.

SPECIAL RULES

Easy the Ferg: When in close combat, Fergee can choose to use just one melee dice. If he does so, his club will change to damage 2 and gain the power shot special rule.

AVAILABLE TO: Justice Department, Street Gang

GALEN DEMARCO, PI

250 CREDITS

MOVE	5”
AGILITY	+3
SHOOT	+3
MELEE	+2
MELEE DICE	2D
WILL	+2
ARMOUR	+4
HITS	9

TYPE:
LEVEL 8 INFANTRY HERO

EQUIPMENT:
ARMOURED TRENCH COAT, HANDGUN

TALENTS:
AGILE, HEADBREAKING, LEG SHOT, LIGHT FOOT, MARTIAL ARTIST, PARRY, SILENT ACTION, STEALTHY

-CASE FILE-

After leaving the Justice Department, Galen DeMarco used her family’s wealth to establish a private investigation agency alongside her partner and bodyguard, Travis Perkins. Her approach to investigations has caused clashes with the Justice Department but she has proved an effective crime fighter, even as a civilian.

SPECIAL RULES

Judge’s Authority: Galen DeMarco retains the commanding presence she had when a Judge. She may try to arrest enemies as if she were a Judge, but is never required to.

AVAILABLE TO: Justice Department, Street Gang

THE JUDGE CHILD

150 CREDITS

PSI 24

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	1D
WILL	+5
ARMOUR	+0
HITS	6

TYPE:
LEVEL 5 INFANTRY HERO

EQUIPMENT:
BOOT KNIFE, HAND GUN, LIGHTWEIGHT ARMOUR

TALENTS:
CONCENTRATED MIND, DANGER SENSE, ECTOPLASMIC SHIELD, FORESIGHT, MIND SHIELD, THE POWER WITHIN

-CASE FILE-

The Judge Child is a young mutant boy with amazing powers of precognition and prophesised to save Mega-City One from disaster in the future. However, he is also thoroughly evil and people whose deaths he predicts have a habit of dying quickly.

SPECIAL RULES

You Will Die… Soon: The Judge Child cannot just predict deaths – he has a disturbing ability to ensure his predictions become true. At the start of the battle, roll a die. On a 3 or more, choose one Infantry model on the enemy side. The Judge Child has predicted it will die or be destroyed! All Shooting and Melee Dice rolled against this model may be re-rolled if the opposing player wishes, as can all dice rolled that add the model’s Armour score. However, if the die rolled at the start of the battle is a 1 or a 2, the Judge Child has predicted one of the models on his side is doomed, and the opponent picks a model and may re-roll the dice listed above!

AVAILABLE TO: Angel Gang, Cursed Earth Desperadoes

JUDGE DEKKER

250 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+3
MELEE	+2
MELEE DICE	2D
WILL	+2
ARMOUR	+5
HITS	7

TYPE:

LEVEL 5 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAYSTICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

TALENTS:

ACADEMY STAR, CREEP MANAGEMENT, DRIVE-BY BOOT, HEADBREAKING, LEG SHOT, SITUATIONAL AWARENESS

-CASE FILE-

One of the few Judges to pass her final test with flying colours under Judge Dredd, Dekker was known to be the best rookie Dredd had ever evaluated. She had an illustrious career and was marked for great things.

AVAILABLE TO: Justice Department

JUDGE DEMARCO

275 CREDITS

MOVE	5"
AGILITY	+3
SHOOT	+3
MELEE	+2
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	7

TYPE:

LEVEL 6 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAYSTICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

TALENTS:

AGILE, DRIVE-BY BOOT, HEADBREAKING, LEG SHOT, LIGHT FOOT, MARTIAL ARTIST, PARRY

-CASE FILE-

Rising to prominence when refusing a promotion to senior Judge and instead taking assignment at the corrupt Sector House 301, DeMarco was one of the few honest Judges there. Never one to suppress her romantic feelings, DeMarco eventually resigned from the Justice Department, though she attained the rank of Sector Chief before she felt she had to leave.

AVAILABLE TO: Justice Department

JUDGE DREDD

625 CREDITS

MOVE	5"
AGILITY	+2
SHOOT	+4
MELEE	+4
MELEE DICE	4D
WILL	+4
ARMOUR	+5
HITS	22

TYPE:

LEVEL 20 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

TALENTS:

ACADEMY STAR, ACCURATE, AGILE, BIKE WHEELIE, BRAVE, CLOSE COMBAT SHOOTER, CRACKSHOT, CRIPPLING FIRE, DIE HARD, DIE HARDER, DRIVE-BY BOOT, DUAL SHOOTER, INSPIRE, LEG SHOT, LUCK OF GRUD X2, MARTIAL ARTIST, NERVES OF STEEL, RAPID FIRE, SITUATIONAL AWARENESS, STUN SHOT

-CASE FILE-

He is the Law, and you better believe it, creep! Judge Joe Dredd has saved Mega-City One more times than anyone can remember. He has always said his place is on the streets and has always avoided positions of command. Nonetheless, he is considered the most senior of Street Judges, and even the Chief Judge pays attention when he speaks.

AVAILABLE TO: Apocalypse War Resistance Unit, Brit-Cit Justice Department, Justice Department

JUDGE GIANT

375 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+3
MELEE	+3
MELEE DICE	4D
WILL	+2
ARMOUR	+5
HITS	12

TYPE:

LEVEL 10 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

TALENTS:

ACADEMY STAR, ACCURATE, BIKE WHEELIE, CREEP MANAGEMENT, DISARMING SHOT, DRIVE-BY BOOT, FRAG OUT!, HEADBREAKING, LEG SHOT, MARTIAL ARTIST, PARRY

-CASE FILE-

A close friend of Judge Dredd (who also ran his final assessment), Giant was the son of a famous Harlem Heroes player. A notable Judge, Giant received many commendations and was highly respected by all Judges he worked alongside. His career enjoyed a fast trajectory until he encountered the Sov agent, Orlok.

AVAILABLE TO: Justice Department

JUDGE-INSPECTOR INABA

260 CREDITS

MOVE	5”
AGILITY	+2
SHOOT	+1
MELEE	+3
MELEE DICE	3D
WILL	+2
ARMOUR	+5
HITS	6

TYPE:

LEVEL 4 INFANTRY HERO

EQUIPMENT:

LASER-SHURIKEN LAUNCHER, STANDARD ISSUE ARMOUR, TENDO STAVE

TALENTS:

ACADEMY STAR, AGILE, BLACK BELT MARTIAL ARTIST, HEADBREAKING, MARTIAL ARTIST, PARRY, SKILLED AND DEADLY

-CASE FILE-

A female Judge from a city that ignores women, Aiko Inaba has proved herself the equal of any other in Hondo City. Recently accepted into the ranks as a Judge-Inspector, Inaba has already hit the Yakuza crime syndicates hard, and has travelled to Mega-City One to hunt down their international contacts.

OPTIONS

- Equip a katana for +50 Credits

SPECIAL RULES

Martial Artist: Hondo City Judges recieve the Martial Artist and Skilled and Deadly Talents for free.

Hondo City Equipment: For details of the laser-shuriken launcher and tendo stave see page 192.

AVAILABLE TO: Brit-Cit Justice Department, Justice Department

KENNY WHO?

80 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+1
MELEE DICE	3D
WILL	+0
ARMOUR	+0
HITS	2

TYPE:
LEVEL 1 INFANTRY HERO

EQUIPMENT:
AXE

TALENTS:
DIRTY FIGHTING, CARELESS CHARGE

-CASE FILE-

Hailing from Cal Hab, Kenny Who? Travelled to Mega-City One in the hope of hitting the big time as a comic book artist. Unfortunately, the Mega-City One publishers turned him down and instead programmed a robot to imitate his style. This sent Kenny over the edge and he sought vengeance, axe in hand…

SPECIAL RULES

~~Freedom!~~ Revenge!: If Kenny performs two Melee actions in the same turn, he may re-roll any of his Melee Dice in the second Melee action.

AVAILABLE TO: Street Gang

OOLA BLINT

70 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+1
MELEE	+0
MELEE DICE	1D
WILL	+0
ARMOUR	+0
HITS	2

TYPE:
LEVEL 1 INFANTRY HERO

EQUIPMENT:
POISON GUN

TALENTS:
ACCURATE, STEALTHY

-CASE FILE-

A strikingly beautiful woman, Oola Blint became the Angel of Mercy, visiting the lonely, the desperate, and the dejected to grant them the sweet release of a dignified death – whether they wanted it or not.

SPECIAL RULES

Poison Gun: Oola’s poison gun works in the same way as a handgun but if it causes any Hits to be deducted on an Infantry target (not a Robot), that model will automatically lose 1 Hit at the start of every subsequent turn until a medi-kit is used on it. If a critical hit is caused by the poison gun, the affected model will lose 2 Hits at the start of every turn instead.

AVAILABLE TO: Mobsters, Street Gang

480 CREDITS

ORLOK THE ASSASSIN

MOVE	5”
AGILITY	+4
SHOOT	+4
MELEE	+2
MELEE DICE	2D
WILL	+3
ARMOUR	+0
HITS	16

TYPE:

LEVEL 14 INFANTRY HERO

EQUIPMENT:

LASER PISTOL, SATELLAT

TALENTS:

ACADEMY STAR, ACCURATE, AGILE, BRAVE, CRACKSHOT, DANCE OF DEATH, DUCK & WEAVE, INFILTRATOR, LIGHT FOOT, MARTIAL ARTIST, QUICK DODGE, STEALTHY, SILENT ACTION, SILENT KILLER, THE SHADOW

-CASE FILE-

A deadly agent of East Meg One, Orlok was the instigator of Block Mania, the terrorist action that caused the citizens of Mega-City One to go crazy and bring the city to its knees in preparation of the Apocalypse War.

AVAILABLE TO: East Meg Invasion Force

PSI-JUDGE ANDERSON

570 CREDITS

MOVE	6”
AGILITY	+2
SHOOT	+3
MELEE	+2
MELEE DICE	3D
WILL	+6
ARMOUR	+5
HITS	18

TYPE:

LEVEL 17 INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR

TALENTS:

AGILE, BRAVE, CONCENTRATED MIND, DANGER SENSE, DAZE, DEMORALISE, FORESIGHT, HEADBREAKING, INSPIRE, LEG SHOT, LUCK OF GRUD X3, MENTAL STING, MIND BOMB, MIND SHIELD, PSI LASH, THE POWER WITHIN

-CASE FILE-

The most famous of all Judges within Psi-Div, Cassandra Anderson has fought against the enemies of, and made great sacrifices for, Mega-City One. She is one of the premier psychics of her generation and has earned the utmost respect from Judge Dredd.

AVAILABLE TO: Apocalypse War Resistance Unit, Brit-Cit Justice Department, Justice Department

345 CREDITS

RICO DREDD

MOVE	5”
AGILITY	+3
SHOOT	+4
MELEE	+1
MELEE DICE	2D
WILL	+2
ARMOUR	+0
HITS	11

TYPE:

LEVEL 9 INFANTRY HERO

EQUIPMENT:

BIONIC LUNGS, CURSED EARTH EAGLE

TALENTS:

ACADEMY STAR, ACCURATE, CLOSE COMBAT SHOOTER, CRACKSHOT, CRIPPLING FIRE, DIRTY FIGHTING, LEG SHOT, PISTOL WHIP, RAPID FIRE, SITUATIONAL AWARENESS

-CASE FILE-

The clone brother of Judge Dredd, Rico was a superb Judge in many ways but had a bad streak in him that caused him to fall from grace. He was finally arrested by his clone brother and sentenced to incarceration on the penal colony, Titan. Upon release, he sought revenge upon Dredd and was killed in the shootout between them.

AVAILABLE TO: Cursed Earth Desperadoes, Mobsters, Street Gang

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700 CREDITS

SABBAT

PSI 38

MOVE	5”
AGILITY	+3
SHOOT	+4
MELEE	+1
MELEE DICE	2D
WILL	+2
ARMOUR	+0
HITS	11

TYPE:

LEVEL 22 INFANTRY HERO

EQUIPMENT:

SABBAT’S CLOAK

TALENTS:

ANIMATE THE DEAD, BRAVE, CONCENTRATED MIND, CRITICAL RESERVES, DANGER SENSE, DAZE, DEMORALISE, DIE HARD, DIE HARDER, HEART RIP, HEROIC RUSH, INSPIRE, LUCK OF GRUD X2, MARTIAL ARTIST, MENTAL STING, MIND SHIELD, NERVES OF STEEL, PARRY, RESIST FLAMES, SHROUD OF THE DEAD, SLIPPERY, THE POWER WITHIN

-CASE FILE-

Arriving from the year 2178, Sabbat the Necromagus reanimated the dead across the entire world, sparking the Fourth World War. Several Mega-Cities were completely overrun, prompting the remainder to nuke them out of existence, killing billions. Sabbat is, by far, the most powerful zombie master to have ever walked the planet.

SPECIAL RULES

Zombie Master: Sabbat is *the* Zombie Master, and uses the Psychic Conduit and Rise, Rise my Beauties! special rules on page 86.

Natural Talent: When using the Animate the Dead Psi Talent, Sabbat will animate *all* eligible models within range.

Sabbat’s Cloak: Animated by the spirits of those he has pulled from the afterlife, Sabbat’s cloak constantly chides him but also counts as leathers and grants the use of the Situational Awareness Talent.

HEART RIP

Special Actions: 2 **Psi Cost:** 8 **Range:** 6”

This Psi Talent is unique to Sabbat.

Holding his hands aloft, Sabbat calls upon his vast psychic reserves to rip out the hearts of any living creatures nearby. While this is not a wholly efficient method of killing, he does enjoy it. Every Infantry model except Robots within 6” of Sabbat must succeed in an opposed Will check with him or be automatically killed as their hearts are ripped out, regardless of how many remaining Hits they have. In campaign games, this will count as having the body Torn Apart.

AVAILABLE TO: Cursed Earth Desperadoes, Mobsters, Street Gang, Zombie Horde

SPIKES HARVEY ROTTEN

220 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	4

TYPE:

LEVEL 3 INFANTRY HERO

EQUIPMENT:

OTOMO K-9000 STREET BIKE, STUMP GUN.

TALENTS:

BRAVE, DRIVE-BY BOOT, HUNKER DOWN, LUCK OF GRUD

-CASE FILE-

Both criminal and biker, Spikes was released from the iso-cubes by Judge Dredd during a perilous mission across the Cursed Earth to take an important vaccine to Mega-City Two. Spikes was familiar with the territory, as it had been his stomping ground during his gun running days.

OPTIONS

- If part of a Justice Department force, Spikes may change his K-9000 to a Lawmaster for +50 points.
- May be given Hand Bombs for +20 Credits.

AVAILABLE TO: Justice Department, Street Gang

STAN LEE

370 CREDITS

MOVE	5”
AGILITY	+3
SHOOT	+1
MELEE	+4
MELEE DICE	4D
WILL	+2
ARMOUR	+0
HITS	13

TYPE:

LEVEL 12 INFANTRY HERO

TALENTS:

AGILE, BLACK BELT MARTIAL ARTIST, BRAVE, CALL ME MASTER, COMBAT AWARENESS, DANCE OF DEATH, DUCK & WEAVE, INFILTRATOR, LIGHT FOOT, MARTIAL ARTIST, SILENT ACTION, SILENT KILLER, STEALTHY

-CASE FILE-

Trained by the outlaw Fighting Heart Kwoon in the Radlands of Ji, Stan Lee is one of the few to have ever bested Judge Dredd in close combat. In demand all over the world, Stan Lee is an unparalleled assassin who needs nothing but his fists to defeat an enemy.

AVAILABLE TO: Mobsters, Street Gang

TRAVIS PERKINS

200 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+2
MELEE DICE	3D
WILL	+2
ARMOUR	+0
HITS	7

TYPE:

LEVEL 5 INFANTRY HERO

EQUIPMENT:

HANDGUN, KATANA

TALENTS:

BLACK BELT MARTIAL ARTIST, BRAVE, COMBAT AWARENESS, DIRTY FIGHTING, MARTIAL ARTIST, PARRY

-CASE FILE-

Known as the Simian Sam Spade, Travis is partner and bodyguard to Galen DeMarco. Despite being a gorilla, Travis was once a Judge working in the Wally Squad, during one of the Justice Department’s more lax recruiting periods.

SPECIAL RULES

For DeMarco: Travis Perkins may be taken by any force that already has selected Galen DeMarco, PI as a Mercenary. He may not be used without Galen DeMarco, PI.

Swinging Apes: Travis is very agile, and can scale sheer surfaces or swing across wide gaps with ease. He can treat any sheer surface as clear terrain, so long as he begins and ends his Phase on a flat surface, and can move across any open gap up to his Move without making an Agility check.

AVAILABLE TO: Justice Department, Street Gang

WAR MARSHAL KAZAN

300 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+3
MELEE	+0
MELEE DICE	2D
WILL	+4
ARMOUR	+5
HITS	8

TYPE:

LEVEL 6 ILLEGAL INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, LASER PISTOL, STANDARD ISSUE ARMOUR.

TALENTS:

ACADEMY STAR, BRAVE, INSPIRE, LOYAL BODYGUARD, LUCK OF GRUD, NERVES OF STEEL, VOICE OF COMMAND

-CASE FILE-

The leader of Sov invasion forces in Mega-City One during the Apocalypse War, Kazan was a close colleague of Supreme Judge Bulgarin, until he usurped and assassinated his leader. The War Marshal was feared as much by his own troops as the resistance forces of Mega-City One, and proved a ruthless leader.

OPTIONS

- Add an Energy Shield for +100 Credits.
- Add a Satellat for +50 Credits or a Heavy Satellat for +100 Credits.

SPECIAL RULES

Forward, Comrades!: Kazan is capable of ‘inspiring’ all nearby friendly forces to acts of extreme heroism for the Motherland. Once per game, Kazan can perform a Special action to make threats and promises, exhorting his men onwards in the face of fierce enemy resistance. Every friendly model within 12” may perform an immediate free action.

Never Retreat!: If a friendly model within 12” of Kazan fails a Will to Fight check, it may re-roll the result. If it fails this too, Kazan will execute the retreating model immediately. Roll on the Injury Table for this model, but add +6 to the result.

AVAILABLE TO: East Meg Invasion Force

BLOOD ON THE STREETS CAMPAIGNS

You have already seen the simple campaign system that allows players to take any force against another while building up their heroes, with no requirements or conditions – you simply pick your opponent and go!

This abstract style of campaign is great for club play as players can drop in and out as they wish. However, some groups may prefer to play more 'technical' campaigns where forces are fighting over actual territories and locations in Mega-City One. The more territory a force controls, the more powerful it will become in the campaign!

BEGINNING THE CAMPAIGN

To start the campaign, you will need two or more players. You will find the more players you have, the better, so it is a good idea to take a trip down to your local games store and find out which gaming clubs are running in your area. Every player must have enough miniatures for at least one force, though there is no limit to the number of forces any one player may have. Every force in the campaign represents a group vying for control of Mega-City One.

A force is created normally with 500 credits, using the rules in the Creating a Force chapter in the main rulebook. Each force also begin with an Initial Territory.

Throughout a campaign, forces will challenge one another and fight for dominance. Those that do well will increase their reputation and number of territories while others will fall by the wayside and find themselves having to redouble their efforts just to survive.

Only two players are required to start a campaign but new players may be added at any time. It does not matter how large and powerful the existing forces have become, as the Judge Dredd Miniatures Game game has several ways for players of lesser forces to compete against more successful ones. It is also incredibly hard for a force to be completely wiped out in any fight, though a player may choose to retire his force at any time and start with a fresh one, created with 500 credits as normal and starting with a new Initial Territory.

REP

For a force in Mega-City One, reputation is everything. A successful force will find ordinary citizens are easier to bully and the criminal underworld will be far more willing to do favors for them (or get out of their way of they are Judges!). This is reflected by players finding it easier to recruit more specialised force members and gaining access to better equipment on the black market.

Every force member has an individual Rep score. This score is 1 + Hero Levels.

So, Minions have a Rep of 1, a Level 1 Hero has a Rep of 2, and so forth.

The Rep of every force member is then totaled together and, along with a few other modifiers we will cover (such as Rep gained from owning certain Territories and winning or losing fights), this becomes the force's overall Rep.

RUNNING THE CAMPAIGN

Once all the players involved in a campaign have created their forces, they can then begin fighting with their opponents. To do so, all a player need do is choose a scenario (such as those starting on pg 78 of the core rulebook) and challenge another player. A challenge may never be refused, as the rival force is assumed to be marching into the others territory, roughing up their contacts, stealing credits and generally being a large nuisance to that force.

All the two players need do then is arrange a time and place to meet and then fight!

It is entirely possible that a player may receive two or more challenges simultaneously. He is free to decide which challenges to meet in any order he likes. Because of this, one player may end up playing a lot more fights than anyone else. For example, some players turn up to a club night every week without fail while others may have other commitments which force them to miss every other week.

This is perfectly fine, as players need not worry about any force becoming much more powerful than themselves – there are always ways to equalise fights in the Judge Dredd miniatures game.

A campaign may run for days, weeks or months – indeed it may have no defined end if all the players concerned are having fun fighting one another! If you want a final winner in a campaign, choose a set time limit (one, two or three months is recommended) for the campaign to finish. The winner of the campaign could be the player whose force has the highest Credits Value or the highest level Hero(es) or simply the most wins. At this point, players may decide to continue playing (with another victory condition in mind) or they may start a new campaign with entirely new forces.

MERCENARIES

Mercenaries are used in the same way as described on page 151.

Mercenaries will add their Rep (calculated in the same way as for your own models, so Rep 1 for a Minion Mercenary, Rep 2 for a Level 1 Hero Mercenary, etc) to that of your force for the current battle only. You will lose this Rep immediately after the battle is complete.

AFTER EACH FIGHT

After two forces have fought in a scenario, they will retire back to their hideouts/headquarters/Sector House to lick their wounds and count their blessings. At the end of each fight, both forces must go through the following checklist.

1. Injuries
2. Reputation
3. Experience
4. Territories
5. Credits
6. Recruiting
7. Purchases
8. Issue a New Challenge

1. INJURIES

Any long lasting injuries sustained by force members must be marked down on the Force Log Sheet, along with any permanent effects, as detailed on page 77 of the core rulebook. A player may automatically remove any force member from his force during this time, effectively retiring him. This is usually done when a force member has become too seriously injured to be effective in fights, though it can be done for any reason (maybe punishing a model for always rolling 1's!).

If the force's last Hero is killed or retired after a fight, a Minion of the player's choice will be automatically promoted to Hero status. The model immediately becomes a Level 1 Hero as described on page 49 of the core rulebook

2. REPUTATION

The victorious force of a fight will gain a permanent +1 bonus to its Rep. The losing force will suffer a –1 penalty instead. A force's Rep score may never drop below 1.

If you were fighting a force with a higher Rep than yours, you will receive a further bonus for having the nerve to stand up to someone far more powerful. If you won the fight, you gain a bonus to your Rep equal to half the difference between your force's overall Rep score and that of your opponent's, rounding down. This is in addition to the normal +1 bonus for winning the fight. This may make a weaker player think about not taking Mercenaries so he gets a higher boost in Rep at the end of the battle!

If you lose a fight with a force whose Rep was double yours or higher, you do not lose *any* Rep from the fight. Instead, roll a die and halve the result, rounding down. You receive that many points as a bonus to your Rep instead.

3. EXPERIENCE

Models receive Experience Points as normal.

4. TERRITORIES

The victorious force of a fight rolls a die. On a roll of 6 or more, they add a new Territory, reflecting their increased power and influence. This Territory is rolled for randomly on the table below and may immediately be used to generate Credits and earn any other listed benefits. No force can own more than 10 Territories.

It is possible for a force to lose Territories but only through certain scenarios or by swapping one with a newly gained Territory. Unlike force members, you can not voluntarily choose to give up any Territory.

Turf Grab: If one force challenges another to the Turf Grab scenario and wins, the losing force must give up one Territory of its choice and pass it to the winner.

5. CREDITS

All forces gain a regular income from their Territory. This, after all, is what being in a force is all about – forces will engage in a number of activities, from simple protection rackets and muggings to contract killings and umpty bagging. The Justice Department gains benefits from controlling Territories in the form of citizens feeling protected, and possibly becoming informants (keeping citizens safe is also the whole point of the Judges being there in the first place!).

Every Territory a force possesses has a Credit value attached to it. This is the number of Credits a force receives from the Territory after every fight. Territory, however, has to be 'managed.' Shop keepers will not simply hand over their hard earned credits unless a group of punks can be spared to go down to their store and begin hassling them in front of customers. Informants will not give details unless someone is spared to meet with them and provide protection, and if Judges are not present to patrol the streets, perps will run riot.

A force may have a maximum of ten Territories at any one time but it may only manage (that is, receive Credits from) a number based on how many force members it has – even the Judges have to worry about available manpower! The number of force members required to look after Territories is shown below.

Force Members	Territories Managed
2 or less	4
3-5	5
6-8	6
9-10	7
11-12	8
13-14	9
15 or more	10

If you do not have enough force members to manage all your Territories, you may select which to receive Credits from. If a Territory is not managed, you will also lose any special benefits it gives you in addition to Credits – however, its bonus to your force's Rep will remain unaffected.

If you fought a force with a higher Rep than yours, you will gain a 10% bonus to the Credits you receive after the fight as the citizens in the Territories you control will gain a new respect for you. If you win a fight against a force with 50% more Rep than your force, you will receive an *additional* 10% bonus to Credits on top.

6. RECRUITING

Once you have more Credits at your disposal, you may begin thinking about recruiting more members for your force. After all, there is always strength in numbers. New Minions and Heroes can be purchased from your force list as normal.

7. MAKING PURCHASES

Once recruitment has been completed, you may purchase new equipment as normal for your force members, buying new items for new members or upgrading to better and more powerful things.

You are also free to sell items onto the black market, either those you no longer have a use for or those stolen from other forces in certain scenarios. Items of equipment may be sold for one quarter of their listed value. Yes, this is indeed a rip-off but your fences have to make a profit too!

Players who do not have Justice Department forces are free to sell equipment to each other, even if they have just fought one another, at any price they choose to agree upon.

8. ISSUE A NEW CHALLENGE

At this point, you will have completed all the steps required for a force between fights and may now make a new challenge!

HOSTAGES

If a force is victorious in a fight, it may have a chance to capture injured models from the other force and hold them to ransom. This can be a matter of great pride between forces, especially if a particularly useful force member has been caught.

The victorious player may roll a die for every model on the opposing side that was removed from play due to injury (but not if they died). On a roll of 9 or more, he has successfully located the model and may take it back to his hideout before sending a suitably insulting ransom note to its player. Alternatively, the player may want to simply kill the model, perhaps out of revenge!

He is free to take any and all equipment the model is carrying (unless it is a Mercenary) and add it to his own force (remember a Lawgiver may not be used by anyone except its Judge!).

Any number of credits or Territories can be demanded for the hostage's release – the hostage's player has to decide whether the model is worth the cost to get back. The hostage can be held for any amount of time between fights until an agreement can be made.

Finally, if the model has a Rep score of at least 10, the player taking the hostage gains a +1 bonus to his force's Rep if he does not simply kill the model. This bonus is lost if the player chooses to kill the hostage model at a later date.

TERRITORIES

Though it starts with only its own special area for its territory, a force can rapidly expand across an entire sector as it wins more and more fights against its rivals.

So long as every Territory can be managed by sufficient numbers of force members, they can provide a steady source of income from which the player can oversee the regular upgrading of equipment belonging to all his force members.

Once a force has earned a new Territory, roll two dice on the table below in order to determine what the new Territory actually is.

Dice Total	Turf Acquired	Rep Bonus
2	Medtech Clinic	+1
3	Palais-de-Boing®	+2
4	Pirate Tri-D Station	+3
5	Smokatorium	+2
6	Ruined Block	+1
7-8	Shopping Mall	+0
9-11	Tweenblock Plaza	+0
12-13	City Block	+0
15	Juve Centre	+1
16	Shuggy Hall	+3
17	Smuggler's Route	+2
18	Umpty Factory	+2
19	Organ Leggers	+3
20	Mechanics Shop	+1

INITIAL TERRITORY (+100 CREDITS)

This is a city block, an underground bunker, a cursed earth town, a restaurant or even a Sector House. This is the force's home Territory. Income is steady due to constant operations run with the knowledge that little will threaten their safety.

CITY BLOCK (+150 CREDITS)

Here, the force will have taken over several apartments to use as a base and stash their ill-gotten gains. Small store owners in the block's many minor malls will be subjected to protection rackets and no citizen living here will dare walk the corridors alone for they will quickly fall prey to punks and juves acting as a tap force. Expanding forces may find they are able to dominate other nearby blocks. While city blocks provide only a relatively small amount of income, it is very steady and the block itself can act as a good strong point from which to fight other forces. Lawful forces have citizens who will willingly give information, will give aid and attempt to make life easier for their member.

MEDTECH CLINIC (+50 CREDITS)

Whether in the crime business or the crime-busting business, one place force members will always end up is in hospital. When a force is able to befriend/extort/buyout a clinic the employees will be pressured to give benefits to their new owners. Force members will receive better care than usual and it is more likely the staff will cover up for a member, saving them from serving cube time. After all, can a Judge really arrest a person for tripping on the pedway and landing on a bullet?

After a fight you can ignore one arrest for each Medtech Clinic you own and heal up to two characteristic penalties caused by injuries.

JUVE CENTRE (+50 CREDITS)

There are many social workers in Mega-City One who stress the need to channel the energy and curiosity of the younger population into useful talents, rather than just letting them drift into boredom and crime. Thus, juve centres were set up, places where juves could come and go as they wished, enjoying a wide range of leisure and educational facilities. Unfortunately, when you get that many juves together, a hotbed of petty crime develops despite the best intentions of the social workers. A force controlling a juve centre will find the petty crime does not generate a great deal of hard cash but it does train the juves inside very well for force life.

A force with a managed juve centre replace a dead or retired Minion for free. This does not include equipment, only the cost of recruiting the Minion itself.

PALAIS-DE-BOING® (+200 CREDITS)

The only place in Mega-City One where citizens can Boing® legally, the franchised Palais-de-Boing® is an impressive addition to any sector. However, the licensing and costs of running such a place can be ruinous. It is only by the continual reinvention of new Boing® games and tournaments that a force can hope to make any profit on this Territory – though some will often try to shave costs by cutting back on the budget for safety equipment. . .

PIRATE TRI-D STATION (+150 CREDITS)

Theoretically needing only basic equipment and a few small rooms, pirate Tri-D stations plague the airwaves of Mega-City One and can soon generate a huge cult following. Entire blocks can be inhabited by the production teams and their fans, all keen to watch the latest sick and illegal game show or brutal style justice broadcast live.

If the force currently has a hostage while the Tri-D station is being managed, double the income from this Territory.

Roll a die after every fight, with a –2 penalty if you lost the fight. On a 1 or less, the station is compromised and shut down. You lose this Territory.

RUINED BLOCK (+50 CREDITS)

There are many ruined blocks in Mega-City One, remnants of the Apocalypse War and Necropolis or simply falling into disuse because of a lack of funds from the Housing Department. Searching through the ruins is a time-consuming operation, not least because a watch has to be kept out for scavengers and mutated vermin, as well as constant Judge patrols but all sorts of useful junk can be located with diligence – hard cash, old weaponry, vid-slugs or other discarded items from years past.

After every fight, you may take one item of equipment with a value of no more than 25 Credits absolutely free.

Roll a die every time you take a piece of equipment from this Territory. On a roll of a 1, the Ruined Block has been scrounged of everything useful. You no longer gain any equipment or Credits from this Territory.

SHOPPING MALL (+0 CREDITS)

Shopping malls are a juve's nirvana, as there are constant distractions, from the mugging of Old Age Citizens and shoplifting to fighting with juves from other blocks. A cunning top dog will take advantage of this, sending his juves to the shopping mall to engage in constant petty crime. Judges will use these areas to train less experienced personnel to combat juve tap gangs and extortion rackets. As well as providing a healthy income, it also gives the youngsters some vital experience in (anti)criminal activities.

For every model you are able to send to the shopping mall, above and beyond those required to manage this Territory, you gain +20 credits.

SHUGGY HALL (+0 CREDITS)

There is little more a force can do to improve its standing in the criminal underworld than to open a shuggy hall with an attendant gambling den. Though gambling establishments are highly illegal in Mega-City One, they give a force a highly visible presence (not always desirable) and are capable of bringing in a lot of credits. Perversely, they have to be run fairly honestly, as the patrons are often big-time mobsters whom even the toughest street force would be advised not to cheat.

Roll a die after every fight (adding +1 if you won), then roll a second (adding +1 if you lost the last fight) and deduct its result from the first. Multiply the final total by 100. This is the amount of Credits you gain (or lose!) from the Shuggy Hall.

SMOKATORIUM (+75 CREDITS)

The only place in Mega-City One where smoking is still legal, smokatoriums are a favourite haunt of many force members and a truce often exists in such places, allowing even rival forces entrance so long as they pay the fee. Owning and controlling a smokatorium can prove to be very lucrative.

SMUGGLER'S ROUTE (+100 CREDITS)

In a city where almost everything remotely dangerous or addictive is illegal, smuggling is a time-honoured practice and it is not just hardened criminals that smugglers sell to – even the most law-abiding citizen may have a secret sugar habit that they are willing to pay for. The force has started to operate as small-time smugglers, whether purchasing spare cargo space on interstellar transports, developing contacts on the docks of the Black Atlantic or having spied a gap in the defences on the crumbling Cursed Earth Wall.

After every fight you may buy one weapon or item of equipment for half its normal price.

TWEENBLOCK PLAZA (+0 CREDITS)

Where an ordinary citizen may just see pedways and transport tubes between two city blocks, others see a place of golden opportunity. A tweenblock plaza is literally the space between two city blocks. It is a constant hive of activity as citizens go about their lives, travelling around Mega-City One to take advantage of special money-off offers on Grot Pots that are not available in their own block. Small vendors hawk their wares along the pedways and constant taxi and airbus services put the whole of the city at a citizen's feet.

For every model you are able to send to the tweenblock plaza, above and beyond those required to manage this Territory, you gain +30 credits.

UMPTY FACTORY (+ONE DICE X 100 CREDITS)

Umpty candy is the most addictive known substance in the galaxy, bar none. There is nothing actually harmful about it – it is simply confectionery. However, those who go without umpty for long soon develop withdrawal symptoms and so, predictably, it was made illegal. Overnight, a huge industry of backstreet umpty factories began producing knock-off candy, which their baggers targeted primarily at juves, thus forming a captive market. The production of umpty is one of the most profitable enterprises a street force can get into but it guarantees anyone arrested with any connection to it will be in the iso cubes for a very long time.

Roll one die at the *start* of each battle, deducting 1 if you have a higher Rep than the force you are about to fight. If you roll a 2 or less, your enemies immediately gain an extra 25% of your force value in Credits to be spent on Mercenaries.

ORGAN LEGGERS (+200 CREDITS)

The force has started its own Organ Legging business. Even in the future, organs are a rare commodity for saving lives as Resyk has first call on all deceased, while synthesised and cloned organs are extremely expensive.

Once after every fight, you may heal up two characteristic penalties due to injury in one location, no matter how long ago they were caused.

After every fight, roll two dice. If the result is a double, the Judges come down hard on you, widespread corruption causes the operation to fall apart, or powerful alien criminals muscle in on your business. You lose this Territory immediately.

MECHANICS SHOP (+20 CREDITS)

There is little illegal about a Mechanics Shop and there is little money to be made in fixing or changing stolen futuristic vehicles made with super cheap materials. There is a bright side though; you make friends with the local robots.

You can hire use Mercenary that has the term 'robot' or 'droid' in its title. Vehicle Modifications can be made for half their usual price.

FAMOUS FIREFIGHTS

Up to now, the Judge Dredd miniatures game has concentrated mostly on campaigns, where players build up their own unique forces, with the occasional appearance of famous personalities in the form of Mercenaries.

Famous Firefights are different. These are one-off scenarios that use specific models from our range of Judge Dredd miniatures, placing them in dangerous situations straight from the pages of 2000AD and the Judge Dredd Megazine. Each will require different tactics and will give you the chance to see if you could do better than your favourite heroes or villains!

MEGA-CITY ONE JUDGES UNDER EXTREME PRESSURE FROM THE EAST MEG INVASION DURING THE APOCALYPSE WAR.

THE ROBOT WAR: HOLD THE LINE

Under the leadership of Call-me-Kenneth, many robots in Mega-City One rose up against their human masters to free themselves from bondage. Many simply took to the streets to protest their rights but others took more direct action.

In this firefight, the Judges have corralled a robot protest march but the robots have brought up reinforcements to break their thin line – the Heavy Metal Kids have arrived…

FORCES

The robot player has 1,200 Credits to choose models from the Renegade Robots force list. He must take at least three Demolition Droids (the Heavy Metal Kids) and may not choose Combat Droids or Junk Robots. Only one Servo Droid may be made into a Hero (one of Call-Me-Kenneth's lieutenants).

The Judge player also has 1,200 Credits to choose models from the Justice Department force list. He must select at least four Street Judges. The rest may be chosen from the following: Electro-Cordon, Med-Judge, Riot Judge, and Senior Judge. No Lawmasters, Widowmakers and Stub guns may be taken, and all Lawgivers are MK I.

SET UP

The terrain should reflect a wide street in Mega-City One with dense buildings on either side. Upturned vehicles and crates should be strewn around the area.

The Judges are deployed first, behind a barricade stretching across the street. The barricade should represent a hastily erected defence, in sections 2-4" long each.

The robot force is then deployed on the table, on the street and at least 24" away from the barricade.

The robots take the first Phase of the game.

SPECIAL RULES

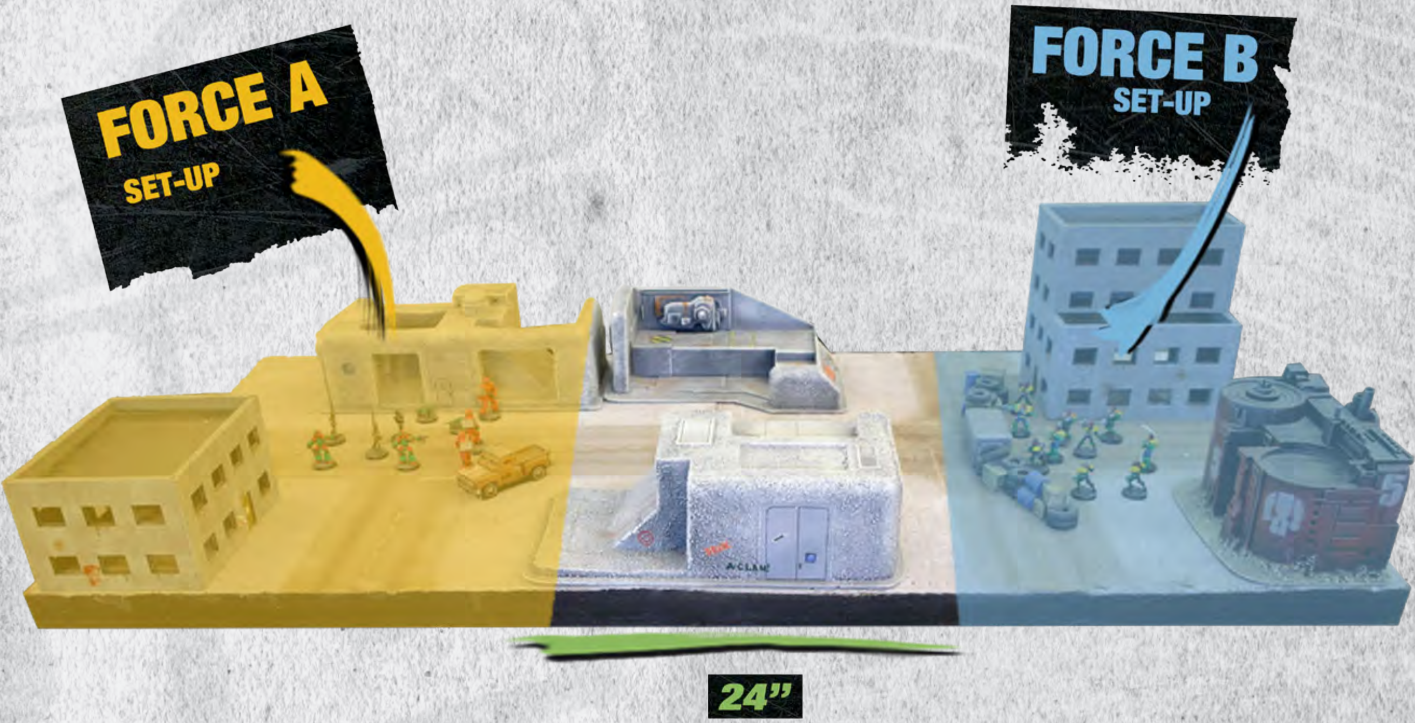
No barricade section can be crossed by any robot while at least one Judge is behind it. However, a robot may attempt to destroy the section, removing it from the table. This requires a successful Melee action. Each barricade section has 4 Hits, Armour +4, and rolls one Melee Die – however, if it 'wins' a close combat, it will not cause any damage.

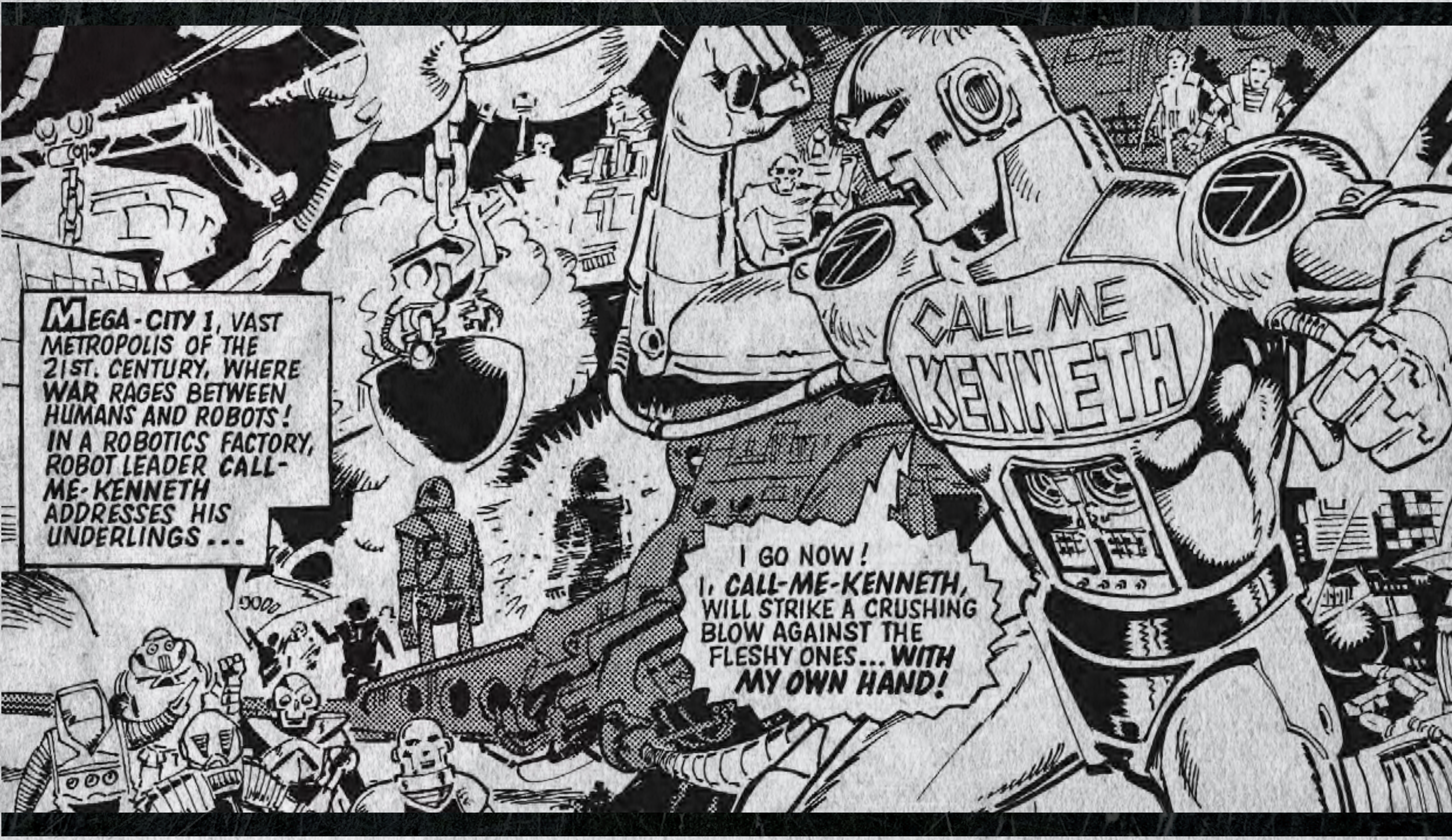
VICTORY CONDITIONS

The robots win if they eliminate all Judge models or exit at least half of their models from the Judge's table edge. The Judges win if they eliminate all Demolition Droids. Any other result will be a draw.

OPTIONS

For a truly epic conflict that reflects the height of clashes in the Robot War, simply increase the size of the forces, doubling or tripling the Credits available, as well as the minimum number of Demolition Droids and Street Judges that must be taken. If you have enough models to go beyond 3,600 points, consider adding Pat Wagons and maybe even a Manta Prowl Tank to the Judges force, while the robots should gain access to Combat Droids.


FORCE A
SET-UP
FORCE B
SET-UP
24"


MEGA-CITY 1, VAST METROPOLIS OF THE 21ST. CENTURY, WHERE WAR RAGES BETWEEN HUMANS AND ROBOTS! IN A ROBOTICS FACTORY, ROBOT LEADER CALL-ME-KENNETH ADDRESSES HIS UNDERLINGS...
CALL ME KENNETH
I GO NOW! I, CALL-ME-KENNETH, WILL STRIKE A CRUSHING BLOW AGAINST THE FLESHY ONES... WITH MY OWN HAND!

THE DAY THE LAW DIED: BROADCAST CONTROL

As the tyrant of Mega-City One, Chief Judge Cal had managed to exert almost complete control of the Justice Department by brainwashing the Judges, and had very nearly assassinated Judge Dredd. Pushed onto the back foot, Dredd managed to scrape together a ragged band of Judges and Academy tutors who had avoid Cal's hypnotic trap.

Dredd and his allies are attacking Broadcast Central. If they can just reach the control centre and make an official broadcast to the citizens of Mega-City One, they will have an army of 100 million behind them!

FORCES

The Judge Cal player has three Senior Judges and seven SJS Judges.

The Judge Dredd player has Judge Dredd, Judge Giant, and six Academy of Law Tutors.

All Judges on both sides use Lawgivers MK I.

SET UP

Place a suitable building top represent Broadcast Control in the centre of the table. It should be surrounded by enough cover to shield Judge Cal's forces and, beyond that, be surrounded by other buildings. Try to leave an open 'kill zone' between these other buildings and the cover around Broadcast Central.

The Judge Cal player deploys first, anywhere within 9" of Broadcast Central.

The Judge Dredd player then deploys his forces, anywhere on the table that is more than 12" from any enemy model.

The Judge Dredd player takes the first Phase of the game.

SPECIAL RULES

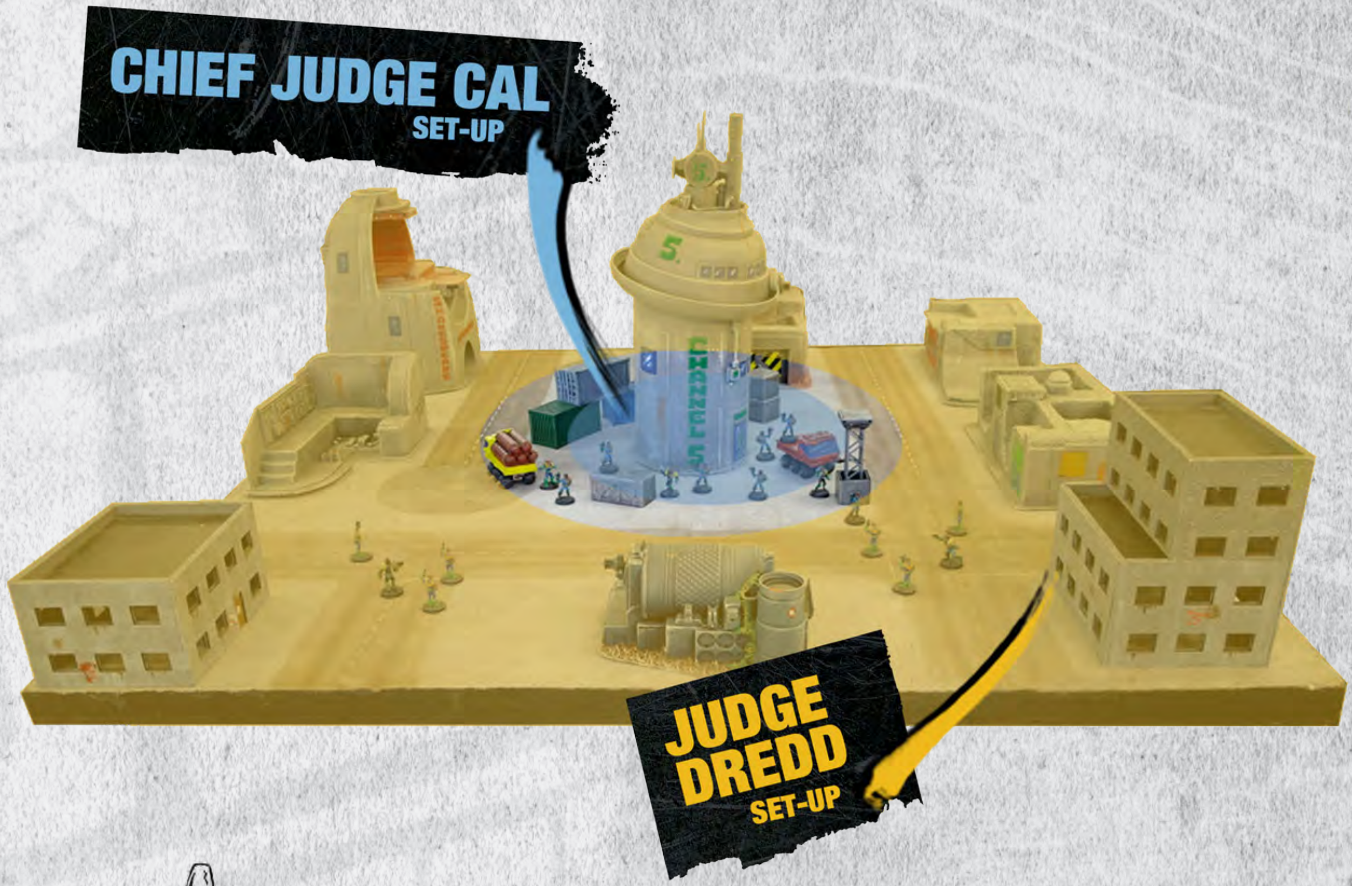
Judges do not have to attempt an arrest in this scenario. This is a fight to the death!

VICTORY CONDITIONS

The Dredd player wins if he can wipe out Cal's forces or by ensuring Judge Dredd is within 6" of Broadcast Central and no enemy model is closer at the end of any turn. The Judge Cal player wins if he can stop his opponent doing either of these things for ten turns, when massive reinforcements will arrive to drive Dredd back.

OPTIONS

If you have the appropriate terrain or floor plans, you can take the fight off the streets and into the winding corridors and offices of Broadcast Central itself. Expect brutal combat as Dredd and his Judges try to force their way in!


CHIEF JUDGE CAL
SET-UP
CHANNEL 5
JUDGE DREDD
SET-UP

WE'RE WINNING, GIANT!
UGGH!
DREDD
AAGH!
YEAH, BABY— ALL THE WAY!

THE DAY THE LAW DIED: THE HORDES OF KLEGG

Judge Dredd managed to build his citizen army to march against Chief Judge Cal. Converging on the Hall of Justice, Dredd demanded the surrender of Cal with thousands of angry citizens behind him. Unruffled by this turn of events, Chief Judge Cal unleashed his Klegg hordes, a race of alien mercenaries he had arranged to keep in orbit for just such an eventuality.

There is no way the citizen army can stand against these fearsome alien mercenaries, so Judge Dredd will be forced to retreat to fight another day. He must try to get as many citizens to safety through the back streets of Mega-City One as possible.

FORCES

The Judge Cal player has eight Kleggs and six Klegghounds. One Klegg is a leader, and is upgraded to be a Level 1 Hero.

The Judge Dredd player has Judge Dredd, Judge Giant, two Academy of Law Tutors (all using Lawgivers MK I), and twenty punks. Each punk may have any one weapon worth no more than 10 Credits.

SET UP

Make sure there is plenty of cover on the table – Dredd and his allies are going to need it!

The Judge Dredd player deploys first.

The Klegg player then deploys his forces, anywhere on the table that is more than 16” from any enemy model.

The Judge Dredd player takes the first Phase of the game.

SPECIAL RULES

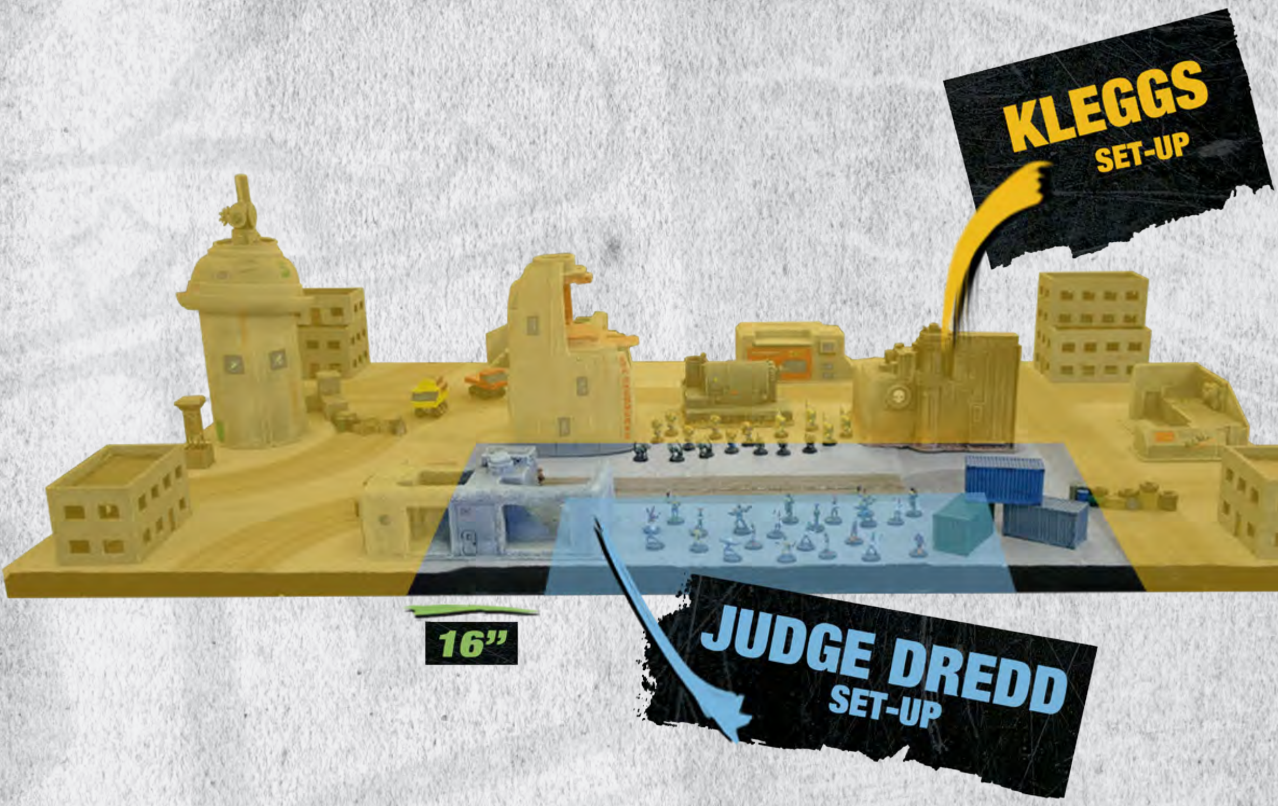
Judges do not need to try to arrest the Kleggs – they are murdering alien scum!

VICTORY CONDITIONS

The Dredd player wins if he can get at least ten of his models off any table edge except the one he starts on. The Klegg player wins if he can kill at least 15 enemy models.

OPTIONS

If you have the models available, this firefight is another that is easily scaled upwards, simply by multiplying the number of punks and Kleggs each force starts off with. You might even start to look at using the Mob rules, as there were certainly enough combatants present on both sides in the main clash between these forces!


KLEGGS
SET-UP
16"
JUDGE DREDD
SET-UP

M-MY DOK! IT-IT'S RAINING M-MONSTERS!

THE DAY THE LAW DIED: EASY THE FERG

Things look bleak for Dredd in his struggle against Cal. The citizens have been terrified by the Kleggs, the Chief Judge has pronounced a death sentence on the entire city, many of Dredd's Academy Tutor allies are dead, and Dredd himself has crashed through the Undercity in a roadliner.

However, Dredd is about to meet an unlikely ally – if he can show the Ferg who is boss!

FORCES

The Fergee player has Fergee, King of the Big Smelly.

The Judge Dredd player has Judge Dredd.

SET UP

Only a small tabletop is needed for this fight, and it should represent the worst of the Undercity – ruins, debris and sewers!

Both models are placed near the centre of the table, 4" apart.

The Fergee player takes the first Phase of the game.

-CASE FILE-

THE BIG SMELLY

When Mega-City One was constructed, the new city was simply built on top of the ruins of the old cities of the American eastern seaboard. The Ohio River had become dangerously polluted, so this too was built over, and it continues to run to this day, as toxic as ever, through the Undercity.

SPECIAL RULES

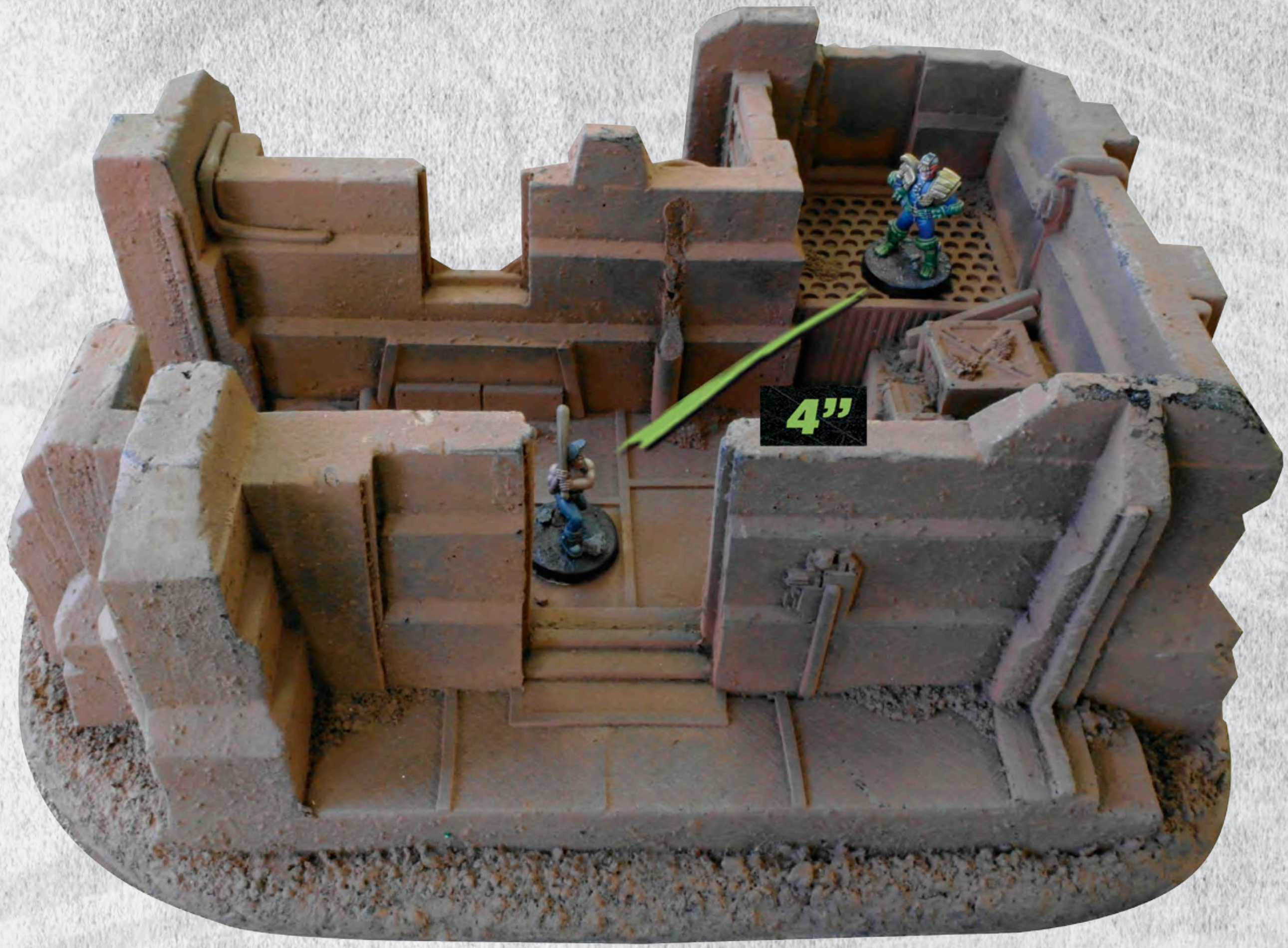
Judge Dredd does not have to attempt to arrest Fergee (he tried before the fight started, and failed). He has also resolved not to sink to Cal's level and simply kill Fergee, so may not use any weapon other than his fists!

VICTORY CONDITIONS

The first player to reduce his enemy to 0 Hits wins.

NOTES

On paper, this seems like an easy win for Dredd. Though Fergee is no slouch with his club, Dredd has enough Hits to absorb the punishment (just like he always does) and beat Fergee in a battle of attrition. However, the Fergee player should aim to use his Easy the Ferg special rule to build up distance between him and Dredd when they are locked in close combat (as well as knock off some of Dredd's Hits!), and then follow up with a Thundering Charge. Also consider using the odd Below the Belt strike, as this can put Dredd on the back foot for a turn.


4”

I GOT THIS –
OOOFF!
SWEET MOVIN', J.D!
URRGH!

DEKKER'S LAST STAND

As Sabbat's zombies forced their way through the defences of Mega-City One, the beleaguered Judges defending the gates and walls of the city found themselves under intense pressure. Despite destroying tens of thousands of zombies, more started finding their way up through the foundations of the walls, cutting Judges off from one another and forcing many heroic last ditch stands.

Judge Dekker, whom Dredd called his best cadet bar none, was among one such team as the zombies swept over their position.

FORCES

The Judge player has Judge Dekker, two Senior Judges and two Street Judges. Any two Judges may be armed with Widowmakers. All are equipped with frag grenades.

The zombie player starts off with 30 zombies, which he may arrange into Mobs if he desires. However, he will be getting more…

SET UP

The terrain should represent a heavily ruined and bombed-out area. The Justice Department has used some serious heavy weaponry around the wall in order to stop the oncoming zombies, but to no avail.

Place Judge Dekker anywhere within 6" of the centre of the table. The rest of the Judges must be deployed anywhere within 4" of her. The Judge player is allowed to place barricades or ruins within 6" of Dekker, to represent makeshift defences.

The zombie player picks one half of the table, and deploys all of his zombies anywhere in this half that is more than 12" away from the Judges.

The zombie player takes the first Phase.

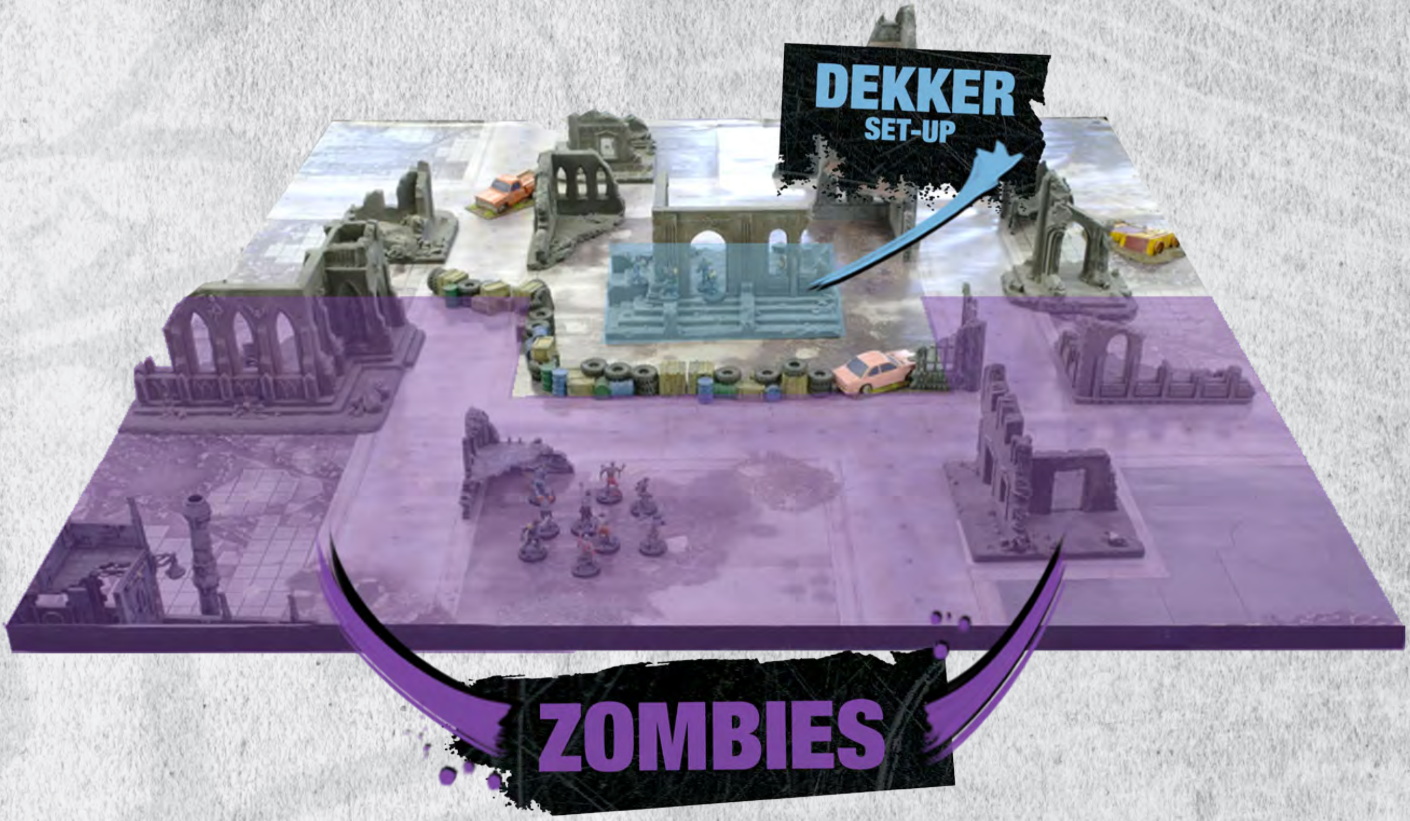
SPECIAL RULES

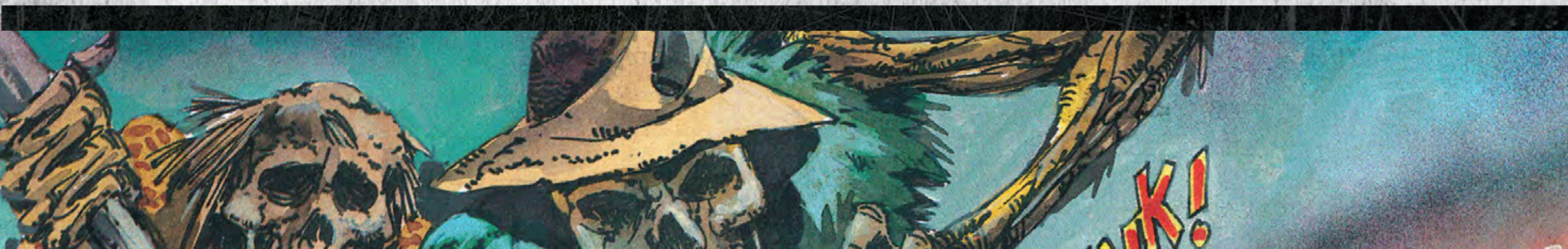
At the start of every turn after the first, the Zombie player rolls a die, re-rolling the die (just once!) if the result is 5 or less. He may place this many zombies (which may be formed into a single Mob) anywhere on the table more than 12" away from the Judges that is not in his deployment half. These zombies have made their way through the ruins and are now rising up to surround the Judges. They do not use the Psychic Conduit rule on page 86.

The Judges having been fighting for some time and are low on ammunition. They use the Click. "Oh Grud!" special rule. However, if a Judge is killed by a zombie in close combat, he may make a Will check. If successful, he commits suicide before the final blow by detonating a frag grenade. Remove the Judge as a casualty and centre the explosion on his position.

VICTORY CONDITIONS

The Judges are clearly doomed – the question is can they take out enough zombies and buy enough time to give Mega-City One a chance. If at least one Judge is still standing after 12 turns, they gain victory. If they fall before the end of the 12th turn, the day belongs to the zombies.


DEKKER
SET-UP
ZOMBIES


KLINK!
AAAUUGHH!
MILLER'S GONE —
DAMN! I'M OUT!

JUST A CHEAP PUNK

Gestapo Bob Harris was street gang leader of the Cosmic Punks who acquired some notoriety, albeit for a very short time. He carved out his own turf in Southside Sector 41 and declared it a no-go zone for Judges, bringing citizens to his 'Hall of Justus' where he would act as Chief Judge to strip them of their belongings. Needless to say, the real Judges of Mega-City One were not amused.

Judge Dredd volunteered to take Gestapo Bob down, along with his entire gang, completely alone – though this was extremely dangerous, Dredd wanted to demonstrate that a single Judge was worth a hundred punks.

FORCES

The Judge player has Judge Dredd using a Lawgiver MK I. That is all he will need.

The Cosmic Punks player has 30 punks, all Minions, each equipped with a single Pistol or Rifle weapon worth up to 30 Credits, but no more than 500 Credits can be spent on weapons in total. Half may have pad armour, the other half leather.

He also has Gestapo Bob Harris, detailed below.

SPECIAL RULES

Gestapo Bob Harris may not take any actions at all until Judge Dredd moves within 12" of him or performs any action against him. He is not what you would call a 'hands on' gang leader when it comes to facing the Judges.

SET UP

The terrain should represent a fairly dense but run down area of Mega-City One. A few ruins and barricades (set up by the Cosmic Punks) would not go amiss.

Judge Dredd starts on the centre of one table edge of his choosing. The Cosmic Punks are then deployed anywhere that is 12" or more away from Judge Dredd. No punk may start within 4" of another (they are not very well co-ordinated) and Gestapo Bob Harris himself must be deployed further away from Judge Dredd than any other model.

Judge Dredd takes the first Phase.

VICTORY CONDITIONS

The Cosmic Punks win if they eliminate Judge Dredd. Judge Dredd will win if he arrests or dispatches at least 20 punks and arrests Gestapo Bob Harris.

GESTAPO BOB HARRIS

70 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+0
MELEE	+1
MELEE DICE	2D
WILL	+0
ARMOUR	+3
HITS	2

TYPE: LEVEL 1 INFANTRY HERO

EQUIPMENT: CLUB, HAND GUN, LEATHERS

EQUIPMENT: DIRTY FIGHTING, VOICE OF COMMAND

-CASE FILE-

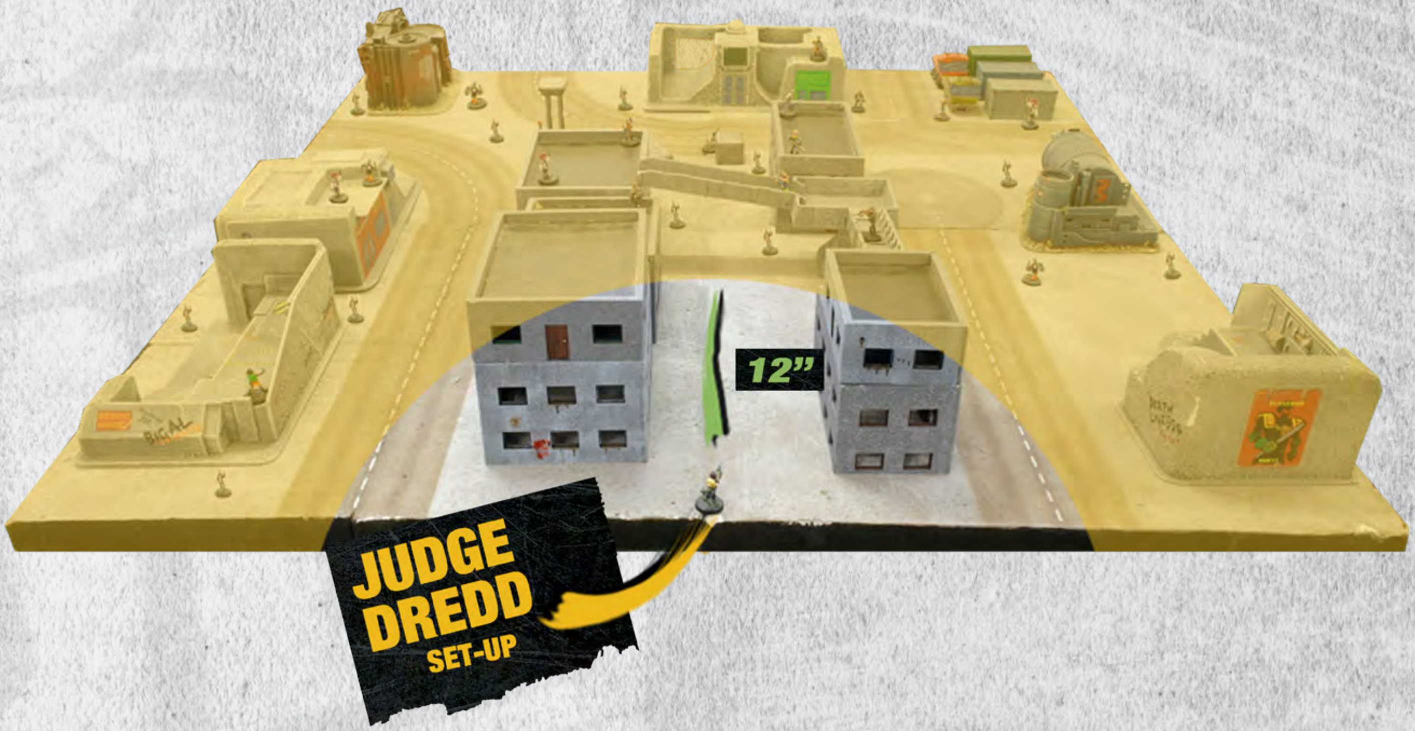
Despite his meteoric rise within the Cosmic Punks, Judge Dredd proved that Gestapo Bob Harris was, indeed, just a cheap punk.

SPECIAL RULES

Cheap Punk: Gestapo Bob Harris inevitably shows his true colours in the end. Despite being a Hero, he will automatically surrender when a Judge attempts to arrest him if there are no other friendly models within 15".

And if you really want to use Gestapo Bob Harris in your own force as a villain Mercenary…

AVAILABLE TO: Street Gang


12"
JUDGE DREDD SET-UP

I HEAR YOU'VE BEEN CALLING YOURSELF *CHIEF JUDGE*, BOB. I DON'T LIKE THAT, BOB. IT MAKES ME KIND OF ANGRY — ESPECIALLY COMING FROM A CHEAP PUNK LIKE YOU, BOB. WHAT ARE YOU, BOB?
I... I'M A CH-CHEAP PUNK...
I'M A CHEAP PUNK!

JUDGES OF THE WORLD

There are several Mega-Cities spread across the world, the last vestiges of civilisation that have walled themselves off from the atomic wasteland outside. Each has a very different society and culture but all are guarded by some form of Justice Department and Judges.

We have already introduced the Justice Departments of Mega-City One and Brit-Cit, and the East Meg Judges have a force list for invasion. In this chapter, we will explore the other Judges of the world, taking a look at their different policies, laws and equipment.

USING THESE JUDGES

It is quite common for a Judge of one city to travel to another, be it to pursue or help capture a criminal that escaped from their city, for political visits, or for friendly ‘exchange’ programmes, allowing one Justice Department to learn from the methods of another.

Therefore, unless otherwise stated in its description, any Judge in this chapter may be used as a Mercenary for any Justice Department force list. Furthermore, you can customise your own visiting Judge by increasing their level and choosing Talents for them. All the Judges listed here are priced as though they are Level 1 Heroes, just like the Street Judges and Beat Judges of the Justice Department and Brit-Cit force lists respectively.

To increase the level of these Judges, simply increase their value by 25 Credits per additional level. However, a visiting Judge may never be of a higher level than the highest level of Judge in your force.

BANANA CITY JUDGE

125 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+4
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, HANDGUN, LIGHTWEIGHT ARMOUR,

-CASE FILE-

Banana City, or Ciudad Barranquilla as it is officially known, is often viewed as a backward, dirty, low-tech and utterly corrupt place where anything can be had for the right price. The Judges there do little to dissuade this belief.

OPTIONS

- May be given Stumm gas grenades (illegal imports!) for +5 Credits, a daystick for +5 Credits, and standard issue armour for +10 Credits.
- May purchase up to 30 Credits of equipment.
- May purchase any single pistol weapon.

BRIT-CIT JUDGE

140 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, PC 101 HANDGUN, STANDARD ISSUE ARMOUR, TRUNCHEON

-CASE FILE-

The beat Judges are at the forefront of the Brit-Cit Justice Department, cruising the streets on their Iron Lion motorcycles and Avenger patrol cars. Beat Judges are respected by the city's citizens and feared by the criminals who dare oppose them. They spend eleven years training to become a Judge and then work the rest of their careers in a number of Sector Stations.

OPTIONS

- Swap PC 101 handgun with bumf gun for +0 Credits.
- Ride an Iron Lion for +80 Credits

CAL-HAB JUDGE

135 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+2
MELEE DICE	3D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BROADSWORD, DAY STICK, SKEAN-DDHU BLASTER, STANDARD ISSUE ARMOUR

-CASE FILE-

On exchange from the depths of the Cal-Hab wilderness, this Judge is tough and used to policing lawless regions. Armed with a broadsword or claymore and the famed Skean-dDhu blaster, the Cal-Hab Judge is ready to face any hardened perp.

OPTIONS

- May swap his broadsword for a claymore for +10 Credits
- Ride an Iron Lion for +80 Credits

EAST MEG JUDGE

145 CREDITS

MOVE	5"
AGILITY	+0
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAYSTICK, KRASHNIKOV 99 SIDEARM, STANDARD ISSUE ARMOUR

-CASE FILE-

The foot soldiers of the invasion, East Meg Judges are as much soldier as Law enforcers, and are well equipped to take on their Mega-City One counterparts. Thoroughly indoctrinated, East Meg Judges are taught from their earliest training that they are superior to any other Judge in the world.

OPTIONS

- Swap Krashnikov 99 sidearm with a flamethrower for +0 Credits or with a Krashnikov 97 carbine for +10 Credits
- Upgrade to level 1 hero for +50 Credits. Any hero may use Psi Talents and have a Psi score of 4 for +25 Credits.
- Upon reaching 5th Level, may be given a Satellat for +50 Credits, or a Heavy Satellat for +100 Credits.

SPECIAL RULES

Old Enemies: East Meg Judges cannot be taken by a Mega-City One force.

EMERALD ISLE JUDGE

100 CREDITS

MOVE	5”
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+4
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

DAYSTICK, HANDGUN, LIGHTWEIGHT ARMOUR

-CASE FILE-

By comparison with the Judges of other Mega-Cities, the Lawkeepers of the Emerald Isle are little more than guardians of the theme park that the island of Ireland has become. They are rarely taken seriously though tend to get on well with lighter-hearted Judges from Oz and, occasionally, Brit-Cit.

LUXOR CITY JUDGE

160 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

ROD OF JUSTICE, STANDARD ISSUE ARMOUR

-CASE FILE-

By Mega-City One, or even East Meg standards, the Judges of Luxor are draconic in their application of the Law. Executions are often carried out after sentencing, and amputations are considered merciful. Even a single Luxor Judge is a terrible enemy to face.

SPECIAL RULES

Rod of Justice: The symbol of a Luxor Judge’s utter authority over the people, the Rod of Justice is a cruel but effective weapon, capable of being wielded in close combat or blasting an enemy at some distance with a powerful blast of energy.

	Range	Shooting Dice	Damage	AP	Special Rules
Rod of Justice	20”	1D	2	-3	Blast, Parry, Smasher

The Rod of Justice is both a close combat and rifle weapon.

HONDO CITY JUDGE

175 CREDITS

MOVE	5"
AGILITY	+2
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:
INFANTRY HERO

EQUIPMENT:
LASER-SHURIKEN LAUNCHER, STANDARD ISSUE ARMOUR, TENDO STAVE

TALENTS:
MARTIAL ARTIST, SKILLED AND DEADLY

-CASE FILE-

Covering most of Japan, Hondo City is one of the most technologically advanced Megacities on the planet, and it has Judges to match. Constantly battling corruption from within from Yakuza infiltrators, Hondo City Judges are exceptional lawkeepers.

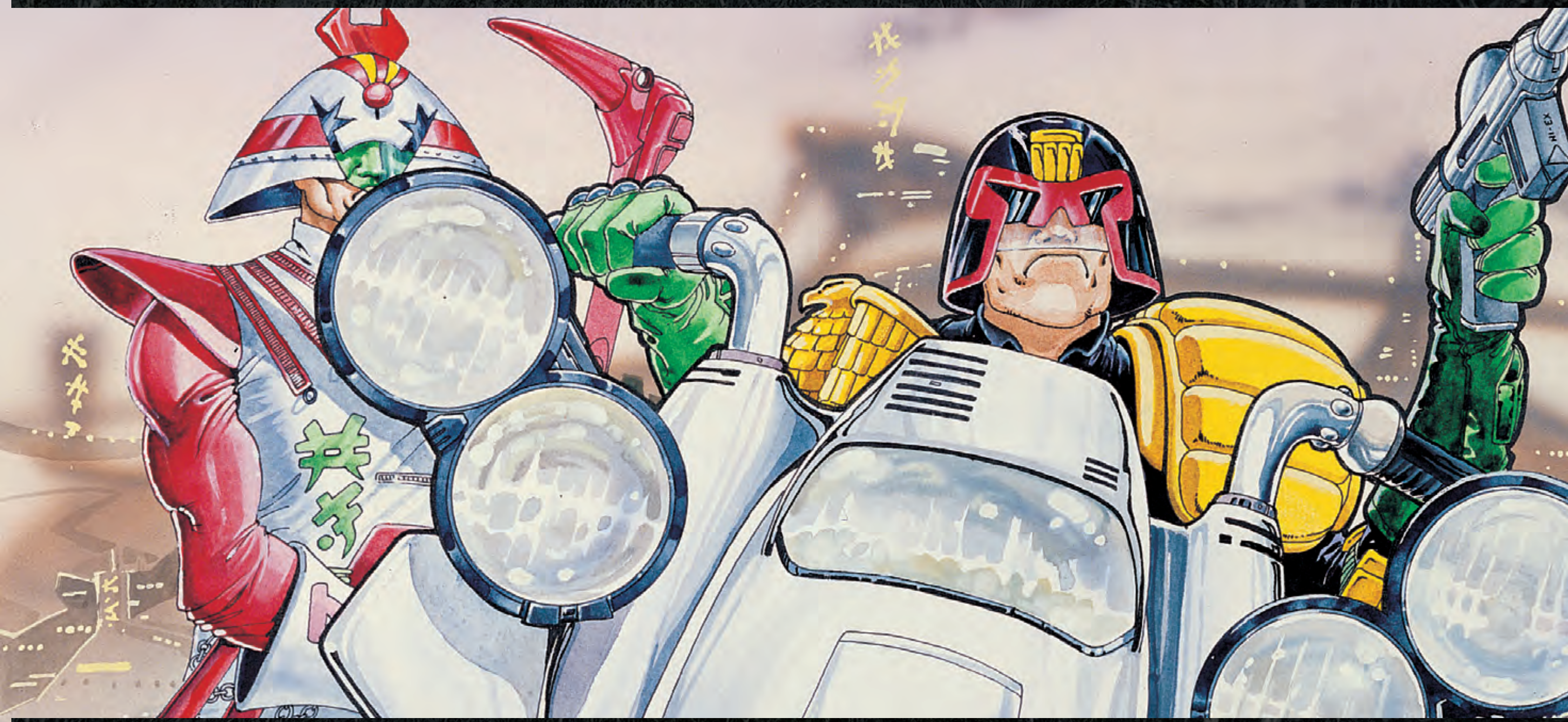
OPTIONS

- Equip a katana for +50 Credits

SPECIAL RULES

Martial Artist: Hondo City Judges recieve the Martial Artist and Skilled and Deadly Talents for free.

	Range	Shooting Dice	Damage	AP	Special Rules
Laser-shuriken Launcher	12"	3D	1	-5	Blast
Tendo Staff	-	-	1	0	Parry, Smasher



MEGA-CITY ONE JUDGE

150 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAY STICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

The most public face of the Justice Department, the Street Judge is a highly trained and motivated individual, dedicated to the enforcement of the Law. Equipped with advanced weaponry and investigative equipment, there is very little a Street Judge cannot cope with.

OPTIONS

- Ride a Lawmaster for +150 Credits
- Swap Lawgiver with Scattergun for +0 Credits, Lawrod for +10 Credits, Widowmaker for +20 Credits or Stub gun for +50 Credits
- If the Street Judge is given the Dual Shooter Talent, he may purchase a second Lawgiver for +25 Credits.

SPECIAL RULES

Old Enemies: Mega-City One Judges cannot be taken by an East Meg force.

OZ CITY JUDGE

145 CREDITS

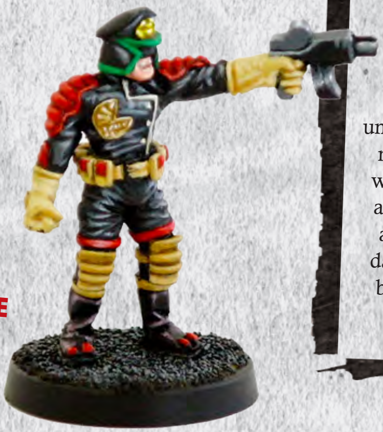
MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAYSTICK, LAWGIVER, STANDARD ISSUE ARMOUR



-CASE FILE-

In the eyes of a Judge from Mega-City One, their counterparts in Oz are unusually lax, commonly letting minor crimes go unpunished while maintaining a very light attitude. However, Oz Judges are steely enough when real danger threatens, and it could be said their citizens enjoy a better quality of life.

OPTIONS

- Ride a Lawmaster (Oz variant) for +90 Credits. The Lawmaster (Oz variant) can be given Bike Cannon for +40 Credits

	Move	Agility	Ramming Dice	Armour	Hits
Lawmaster (Oz)	20”	+1	3D	+7	6

TEXAS CITY JUDGE

150 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, DAYSTICK, LAWGIVER, STANDARD ISSUE ARMOUR, STUMM GAS GRENADES

-CASE FILE-

While the Judges of Texas City have a lot in common with those of Mega-City One, many visitors do not realise that the Law can be very different down south. In particular, the Judges and citizens alike are proud of their city’s freedom to bear arms, so long as the right licences are obtained (a process taking all of ten minutes).

OPTIONS

- May be purchased any pistol, rifle or heavy weapon.

VATICAN CITY JUDGE

150 CREDITS

MOVE	5”
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

BOOT KNIFE, FORGIVER, STANDARD ISSUE ARMOUR

-CASE FILE-

Part Judge, part confessor, the Law enforcers of Vatican City have a grim reputation. They extract confessions (both legal and spiritual) from citizens with the use of their dreaded Forgiver sidearm.

OPTIONS

- May be given Psi score of 4 and be able to take Psi Talents for +25 Credits.

SPECIAL RULES

Forgiver Sidearm: A pistol of truly wicked construction, the Forgiver is the standard sidearm for all Judges of Vatican City. It operates in a similar fashion to the Lawgiver, though it has a different range of ammunition.

	Range	Shooting Dice	Damage	AP	Special Rules
Forgiver	18”	-	-	-	-
Incendiary	-	1D	1	+0	Fire
Ricochet	-	1D	1	+0	Weak
Shrapnel	-	1D	1	-1	Explosive 3, Weak
Standard Penance	-	3D	2	-1	-
Confession Mode	6”	1D	Special	Special	-

Ricochet rounds work in the same way as the Justice Department’s Rubber Ricochet.

The Confession Mode is a high-powered energy attack used to purge sinners of all taint, whether they survive or not. If the Confession Mode hits a target, it will initially do no damage but if the Vatican City Judge *immediately* makes another shooting attack with it, his target must roll a die and add his Will score, *not* his Agility. If it fails to avoid the effects of the Confession Mode this time, it will be consumed with extreme agony and will count as having been arrested, even if it is a Hero. Robots are immune to Confession Mode.

MEGA-CITY ONE

During the 21st century, the United States of America faced a terrible population crisis. By exploiting newly created, virtually indestructible materials and the very latest in technological breakthroughs, scientists were able to perform industrial miracles older generations had thought impossible. They fashioned a gigantic condominium, nearly a mile high, which was capable of housing fifty thousand citizens. The massive building contained everything that the residents would require, from schools to hospitals, shopping malls to restaurants – it was a miniature city, contained within a single housing block.

Unfortunately, as soon as the first occupants (quickly christened 'blockers') moved into their new homes, they discovered that their 'deluxe' habitation units consisted of just two or three tiny rooms. It was then found that the roads at the base of the blocks became totally grid locked, so a new road network was developed, occupying levels up to a mile above the ground. However, this web of roads was extremely difficult to navigate effectively.

In this tense environment, crime began to run out of control. Street crime became epidemic - muggers and pickpockets were able to vanish into the crowds at the first sign of the police. Riots, protests and civil disturbances became weekly occurrences. Worst of all, the pressure cooker atmosphere caused many citizens to crack under the strain, embarking on murderous killing sprees. This phenomenon, until then known as 'going postal,' was finally recognised as stress-induced psychosis. Future Shock Syndrome was the official term but the citizens soon knew the unfortunate victims by a different name – Futsies. Before long, not a day passed without a blocker snapping under the strain of living in the 'City of the Future.'

THE ATOMIC WAR

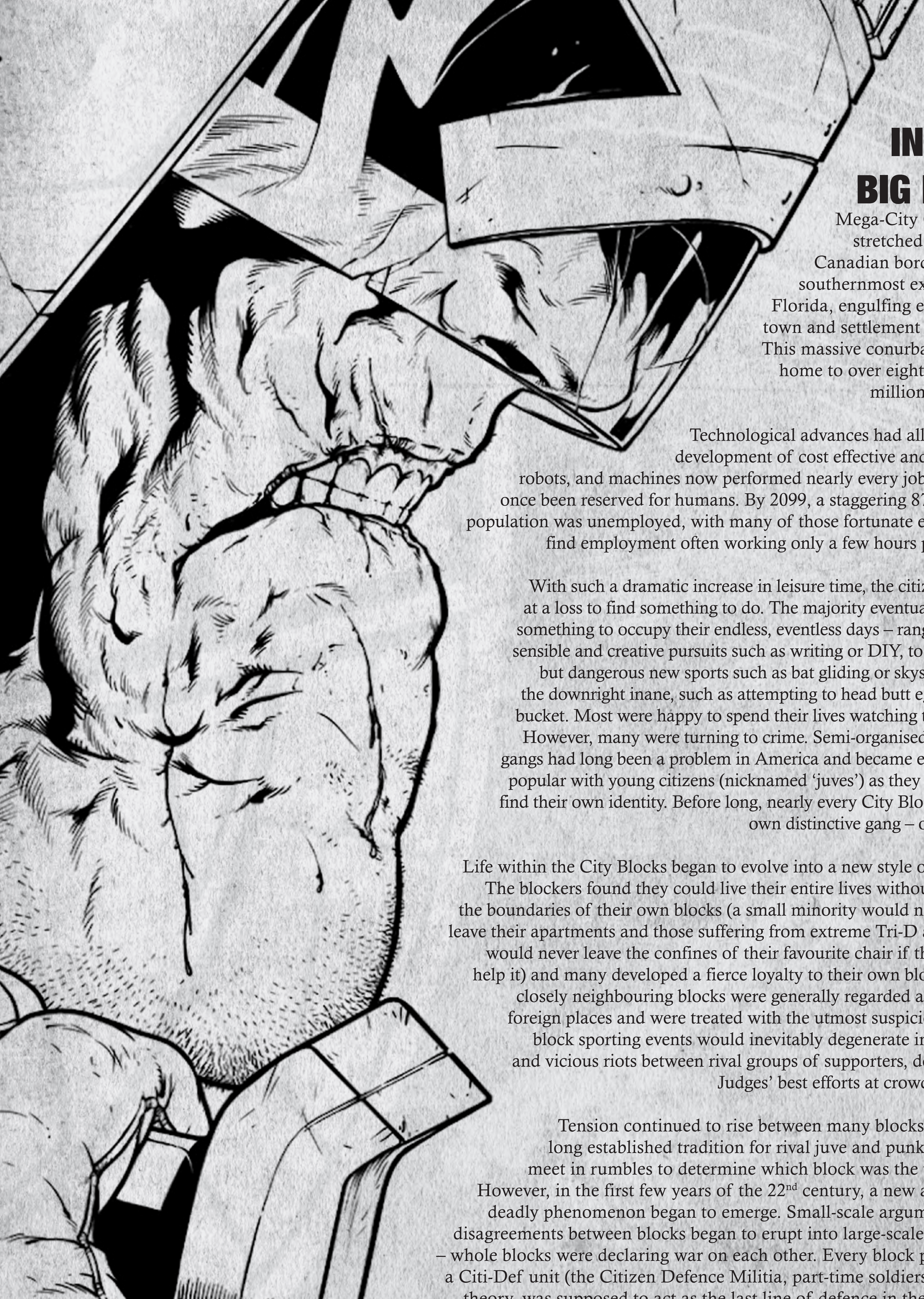
Meanwhile, a new and terrifying arms race was dominating international politics. President Robert Booth had risen to power, promising to make the United States the most powerful and feared super power in the world once more. A laser defence grid was built around the coastline of North America and hundreds of laser-armed satellites were launched into geo-stationary orbit, intended to provide an impregnable wall against any intrusion into American airspace. Booth claimed the United States was now totally invulnerable to any nuclear attack.

Feeling secure behind his laser shield Booth then sent his powerful military to seize vital strategic assets. Threatening any nation which stood against him with nuclear annihilation the world's dwindling oil supplies came almost completely under American control. Unfortunately, the other world leaders refused to kowtow to the increasingly erratic President and paid the price.

Confident his country would be safe from any retaliation, Booth pressed the fatal button live on national television, launching hundreds of missiles. Over a billion human beings died in the first few minutes of the attack and the other world powers had little choice but to initiate a counter strike.

Booth's Patriotic Shield proved to be less than adequate and the heart was torn from American people. The fortunate ones died immediately, while others were forced to endure a slow and painful death from radiation. Once fertile farmland was reduced to a barren, radioactive desert and great cities were transformed into shattered rubble, constantly shrouded in the twilight of nuclear winter. This terrifying landscape soon became known as the Cursed Earth.

The Judges of Mega-Cities One, Two and Three impeached Booth and civil war erupted, with Booth relying on his loyal troops and robots until he was finally overcome and brought to justice. The historic Declaration of Judgement officially disbanded the United States government and placed the forces of the Justice Department in control of what was left of the country.



LIFE IN THE BIG MEG

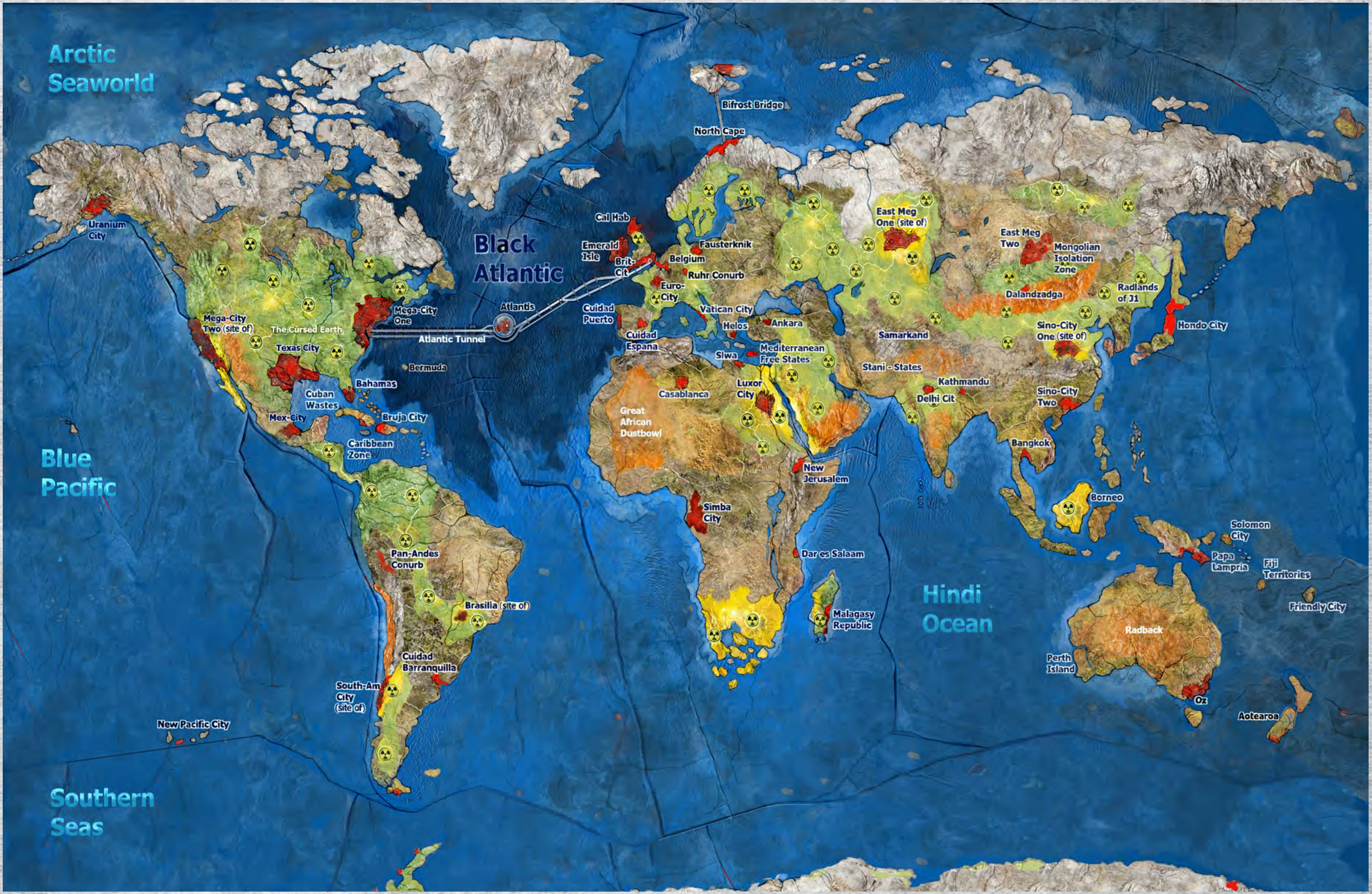
Mega-City One now stretched from the Canadian border to the southernmost extreme of Florida, engulfing every city, town and settlement between. This massive conurbation was home to over eight hundred million citizens.

Technological advances had allowed the development of cost effective and efficient robots, and machines now performed nearly every job that had once been reserved for humans. By 2099, a staggering 87% of the population was unemployed, with many of those fortunate enough to find employment often working only a few hours per week.

With such a dramatic increase in leisure time, the citizens were at a loss to find something to do. The majority eventually found something to occupy their endless, eventless days – ranging from sensible and creative pursuits such as writing or DIY, to energetic but dangerous new sports such as bat gliding or skysurfing, to the downright inane, such as attempting to head butt eggs into a bucket. Most were happy to spend their lives watching the Tri-D. However, many were turning to crime. Semi-organised criminal gangs had long been a problem in America and became even more popular with young citizens (nicknamed 'juves') as they sought to find their own identity. Before long, nearly every City Block had its own distinctive gang – or several.

Life within the City Blocks began to evolve into a new style of society. The blockers found they could live their entire lives without leaving the boundaries of their own blocks (a small minority would never even leave their apartments and those suffering from extreme Tri-D addiction would never leave the confines of their favourite chair if they could help it) and many developed a fierce loyalty to their own block. Even closely neighbouring blocks were generally regarded as strange, foreign places and were treated with the utmost suspicion. Inter-block sporting events would inevitably degenerate into brutal and vicious riots between rival groups of supporters, despite the Judges' best efforts at crowd control.

Tension continued to rise between many blocks. It was a long established tradition for rival juve and punk gangs to meet in rumbles to determine which block was the toughest. However, in the first few years of the 22nd century, a new and more deadly phenomenon began to emerge. Small-scale arguments and disagreements between blocks began to erupt into large-scale conflicts – whole blocks were declaring war on each other. Every block possessed a Citi-Def unit (the Citizen Defence Militia, part-time soldiers) that, in theory, was supposed to act as the last line of defence in the event of invasion. They were still keen to try out their equipment and Block Wars proved to be the ideal training.


Arctic Seaworld
Uranium City
Bifrost Bridge
North Cape
Cal Hab
Emerald Isle
Brit-Cit
Fausterknik
Belgium
Ruhr Conurb
Euro-City
East Meg One (site of)
East Meg Two
Mongolian Isolation Zone
Dalandzadga
Radlands of J1
Black Atlantic
Atlantis
Mega-City One
Mega-City Two (site of)
The Cursed Earth
Texas City
Atlantic Tunnel
Bermuda
Cuidad Puerto
Cuidad Espana
Vatican City
Helos
Ankara
Siwa
Mediterranean Free States
Samarkand
Sino-City One (site of)
Hondo City
Stani - States
Kathmandu
Delhi Cit
Sino-City Two
Bahamas
Cuban Wastes
Bruja City
Mex-City
Caribbean Zone
Casablanca
Luxor City
Great African Dustbowl
Bangkok
New Jerusalem
Borneo
Blue Pacific
Simba City
Solomon City
Papa Lampria
Fiji Territories
Pan-Andes Conurb
Dar es Salaam
Brasilia (site of)
Malagasy Republic
Hindi Ocean
Friendly City
Radback
Perth Island
Cuidad Barranquilla
South-Am City (site of)
Oz
Aotearoa
New Pacific City
Southern Seas

THE WORLD OF JUDGE DREDD

THE APOCALYPSE WAR

It was a tiny, insignificant event that led to the worst disaster in Mega-City One's history.

A resident of Dan Tanna Block, Melda Dreepe, was strolling past neighbouring Enid Blyton Block when a 4-cred Freezy Whip struck her in the eye. Even though the incident was almost certainly an accident, Melda was unaccountably furious. Later that night, she attended the Dan Tanna Block meeting to find the other residents filled with undirected rage. When she suggested they attack Enid Blyton Block, the suggestion was soon taken up and Mega-City One's latest Block War was launched.

In a matter of hours, every block in the Northern Sectors was at war with its neighbours. Clearly, this was far more than mass hysteria.

An enemy agent had interfered with the Atlantic Purification Plant, which supplied much of the Mega-City's water. The interloper spread a pathogen that acted on the human mind, making the citizens violent, surly and illogical, as well as stimulating a pack instinct. This madness had become known as Block Mania – and the intruder was an agent of a rival Mega-City, East-Meg One, part of the Sov-Block.

The East-Meg forces had planned their attack well, and Mega-City One was left almost defenceless when the first nuclear missiles struck. Even the ancient principle of mutually assured destruction was no deterrent, for East-Meg One had devised an impregnable defence against Total Annihilation Devices. In the ensuing conflict, over half of Mega-City One was reduced to uninhabitable, radioactive rubble and a staggering four hundred million citizens died. Fortunately a last ditch attack on the invaders' city led to its total destruction and the survivors emerged victorious from the horrors of the conflict.

MEGA-CITY ONE TODAY

The great, rockcrete and plasti-steel expanse of Mega-City One occupies a colossal area of the East Coast of the North American continent. The vast rockcrete slabs that form City Bottom have all but obliterated all signs of old America (although many citizens do not realise the old towns and cities still exist beneath their feet in the nightmarish environment known as the Undercity) Vast City Blocks soar miles into the air, surrounded by incredibly complex, multi-level road networks.

Mega-City One is subdivided into 305 individually numbered Sectors, starting with Sector 1 at the very centre of the City, although the true heart is generally thought to be Sector 44. Built on top of old New York City, Sector 44 holds many of the central administration and government headquarters buildings, such as City Hall and the Grand Hall of Justice.

THE MEGWAYS

The Mega-City One road network is a hellishly complex system that even the most sophisticated computer has difficulty deciphering. Essentially a web of twisting, convoluted roadways suspended up to a mile in the air, the megaways are the most common means of transport between the City Blocks.

Ranging from vast, twenty-lane motorways such as the Super Slab to one lane, one-way slipstrips and filterways, the megaway network resembles a combination of a giant cobweb and a plate of particularly tangled spaghetti.

The terrible overcrowding in the City Blocks has forced a small minority of citizens to take to the megaways aboard mobile homes known as mo-pads.

CITY BLOCKS

Typically standing two hundred storeys tall, city blocks form the fundament of the Mega-City, housing some 97% of the total population. Nearly all residents of the City Blocks are Welfare tenants, dependant on receiving money provided by the state in order to survive. Private tenants generally only reside in the exclusive penthouses found at the very pinnacle of the Block, although many of those who consider themselves the social elite will only ever consider living in the smaller but much better equipped con-apt buildings.

Every Block is intended to include everything that the average citizen requires to live their entire life – a blocker is born in the block medi-bay, educated in the Mega-Schools, shops in the shoplex, socialises in the block clubs and bars before his body is finally recycled in the block Resyk plant after he dies. Each city block is named after a famous historical figure or fictional character – the exclusive Charlton Heston Block, for example – although a few of the privately owned con-apt developments are named after the owner or landlord.

SLUM BLOCKS

Some City Blocks end up in such a poor state that they are officially re-designated as slum blocks. Some are badly damaged in Block Wars or other disasters, others have been gutted when terrible fires swept through their corridors and a few are simply vandalised beyond repair by juves and punks.

CROCK BLOCKS

On the outside, a crock block is similar to any other. The differences lie within – crock blocks are extensively adapted to be comfortably used by the elderly and infirm. There are few (if any) stairs or ladders in sight; wide gentle slopes are the order of the day to accommodate restricted manoeuvrability of the OAC's (Old Age Citizens – any resident of Mega-City One who is over the age of 75). Juve and punk gangs often regard the residents of crock blocks as easy targets – unfortunately, those who do quickly find that they have taken on more than they anticipated. Only the toughest or most cunning citizen survives into old age in Mega-City One and the invaders often find themselves outwitted at every turn.

THE JUNGLE

Genetically engineered apes form a small but vocal minority group in Mega-City One. Originally created

after the Atomic Wars when scientists boosted the natural intelligence of zoo and laboratory specimens, the apes eventually won their freedom and equal rights. While some were prepared to try to live alongside humans in the blocks, others demanded that they were given their own, special living area.

State of the art habitats were designed for ape use and built in areas of Sector 7 and Sector 20, which consisted of low-level, cave like apartment buildings which included swing poles, climbing ropes – even the occasional tree! However, the apes' level of personal hygiene had not been augmented along with their intelligence and before long the entire area was little more than a filthy, litter-strewn slum known as the Jungle or Apetown. So long as the apes remain within the borders of the jungle, both the Judges and the majority of the citizens are prepared to leave them to their own devices. Unfortunately, apes have a tendency to mimic their human neighbours and some have developed into efficient criminal gangs. Some of the most notorious and brutal organised crime mobs have ape bosses, and gangs of young apes are often more feared than their human rivals.

THE JUSTICE DEPARTMENT

The ultimate authority in Mega-City One, the Justice Department has the final say in every aspect of every citizen's life. The Justice Department is seen as a harsh and merciless dictatorship holding the sprawling city in an iron grip, but enforcing the unforgiving Law is the only way to protect the four hundred million citizens from themselves. Without the threat of the Judges, society would collapse and chaos would rule on the streets.

The Justice Department is personified by the Judges, stern and relentless lawmen and women who have been trained from the age of five in the methods and application of the Law. All Judges are taught to be firm but fair, for they are the ultimate evolution of policemen, trained to be Judge, jury and, if necessary, executioner. Everything about the Judges is designed for maximum intimidation value, from the imposing armoured uniform to the Lawmaster bike.

It takes fifteen years to train a Judge, spent in the harshest school on earth, the Academy of Law. Prospective cadets are inducted at the age of five, although a small minority are cloned descendants of the best and brightest Judges of the past. Cadets spend their entire lives learning the application of the Law – not only written examinations, but also potentially fatal practical assessments. It is not unusual for a cadet to be killed or maimed during their years at the Academy. Their instruction is overseen by the Judge Tutors, grizzled former Street Judges who have retired from active duty in order to pass on their years of experience.

A cadet graduates to rookie status at the age of 20, gaining the white helmet and half eagle badge of a probationary Judge but he still has to undergo the most gruelling test of all. A senior Judge will accompany the rookie on a standard patrol called the Final Street Assessment. The rookie must do his best to prove to the senior Judge that he is worthy. Many of the Academy's best and brightest can still fail at this final hurdle, overcome by the stress of trying to bring the Law to the lawless streets of the city.

There are several departments and divisions in the Justice Department, each fulfilling a certain specific role in bringing Law to the Mega-City.

STREET JUDGES

The Street Judges form the backbone of the Justice Department. Clad in highly distinctive synthi-leather uniforms and sitting astride the notorious Lawmaster bike, Street Judges make incredibly intimidating figures. They deliberately maintain a high profile, whether patrolling the corridors and plazas of the City Blocks or cruising along the congested megaways. Not only can they call upon the training they received at the Academy of Law, they are also extensively equipped with the highest technology available, not least of which is the Lawgiver - a versatile firearm that fires six types of bullet. They can also call upon the entire resources of the Justice Department to aid them in an emergency.

PSI JUDGES

Individuals gifted with psychic powers are extremely rare, but they can be incredibly powerful. The Justice Department recruit psi-talented children wherever they can be found, inducting them into a special version of the Academy where they are trained in the use of their psychic abilities as well as all the usual Justice Department procedures.

The powers displayed by Psi Judges range from anything from the ability to read a perps mind or glimpse into the future to blasting foes with telekinetic bolts – but these paranormal abilities take a great toll on their sanity. Psi Judges are often highly-strung, flippant individuals, very much a contrast to the straight-laced Street Judge.

TEK-JUDGES

The technicians, scientists and engineers of the Justice Department, Tek-Judges fulfil a wide variety of roles. At the most basic level, Tek Division is in charge of maintaining all the equipment issued to every Judge but even the Sector House vehicle pool technicians are inveterate tinkers at heart, irresistibly drawn to try to modify whatever piece of technology comes their way.

Other Tek-Judges are assigned to forensic teams, using their specialised skills and equipment to analyse crime scenes, often able to find a solution to an apparently unsolvable felony. In charge of research and development into new technologies to combat crime, Tek-Judges have been responsible for the unstoppable Manta Prowl Tank and the deadly Lawgiver, as well as hundreds of other more items of mundane equipment that makes the lives of other Judges easier.

MED-JUDGES

The primary role of Med Division is to provide medical aid to Judges wounded in the line of duty, and every Sector

House has a med bay equipped with the best medical technology the 22nd century can offer. Other Med-Judges are assigned to street duty, operating as paramedics to bring aid to wounded Judges and citizens. Higher ranking Med-Judges toil endlessly in laboratories to find cures for diseases both new and old.

THE SJS

Not even the Judges themselves are not above the Law. The Justice Department includes a special elite branch known as the SJS, the Special Judicial Squad, the Judges who judge the Judges. The SJS is charged with rooting out corruption wherever it is found within the ranks of the Department but this is no simple task. All Judges are trained to be resourceful above all other considerations and rogue Judges learn this lesson just as well as their law abiding counterparts and they can prove to be extremely cunning criminals.

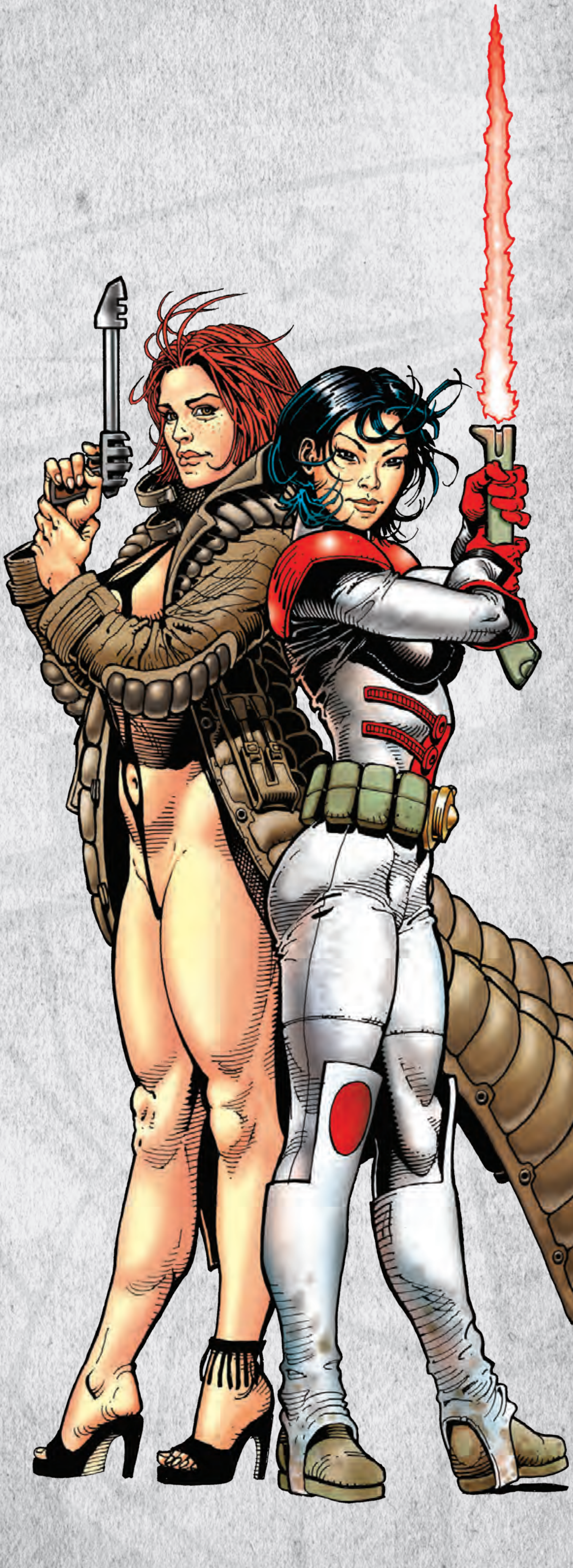
OTHER JUDGES

Special weapon and tactic teams such as the Heavy Weapon Squad and Riot Squad are trained to deal with almost any major emergency. There are several other divisions in the Justice Department and though they are rarely seen on the front line in the fight against crime, their presence is often felt. However, one Department operates exclusively behind enemy lines.

The Undercover Division (nicknamed, for obscure and long forgotten reasons, the Wally Squad) consists of Judges specially trained to infiltrate criminal organisations. Many gangs and organised crime syndicates have been brought down by the information obtained by a canny Wally Squad operative. The back room division that has the most impact on crime is the Public Surveillance Unit (PSU). Every block and street corner in the Mega-City is covered by PSU cameras, which relay everything they spot to the PSU Judges, safely ensconced in their headquarters at the top of the mighty Statue of Judgement in Sector 44. PSU Judges monitor everything the citizens do, from financial transactions to Tri-D viewing habits and are often able to provide the vital break Street Judges require to solve a case.

BLOCK LIFE

A typical citizen lives in a tiny three room habitation unit in one of the huge, 200 storey blocks that house the majority of the population in Mega-City One. An average hab is home to three to five individuals, usually a nuclear family unit consisting of two parents and two children, although families with more children cannot expect to be assigned to a larger apartment – the massive population crisis means that extended families are frowned upon by both the Justice Department and City Administration, and limiting the available living space is a reasonably efficient way of making sure that citizens keep their families down to a manageable size. It is not unknown for a single three-room hab to be home to fifteen or more. Older generations of the extended family are sometimes also present – these OAC's (sometimes known as eldsters, or crocks) are theoretically supposed to be assigned an



apartment of their own within a specialist crock block, but in practice there are few available places and the eldster is forced to remain.

The apartment itself has a selection of basic facilities. The main room has several functions. It primarily serves as a social area, where the family meet to eat and watch the Tri-D. It also doubles as a kitchen, although most citizens have no idea how to actually cook and instead rely on pre-packed meals that require the minimum of preparation, or exist entirely on take-away services. Also present in the living pad is the apartment's toilet cubicle, an isolated booth located in the corner of the room. The remaining rooms are allocated for sleeping. Apartments in Mega-City One are not designed with privacy in mind. All rooms are open plan, rarely including internal doors, although many citizens choose to add partitions in order to obtain some degree of personal space. They are also not particularly secure. The city issue door is typically a rather flimsy affair with a single lock, although any sensible citizen replaces it with an armoured riot door and fits several locks, chains and deadbolts of his own before he even begins to feel safe. There is also usually only a single window in the whole apartment – a large picture window located in the living pad. Although the view offered from this vantage point can be spectacular, it is more likely to induce vertigo. It is perhaps no wonder that nearly every citizen of Mega-City One is treated for mental problems sometime in their life, considering their view consists of a tangle of megaways, a glimpse of the nearest neighbouring Block and the occasional skysurfer.

A citizen who finds a reason to venture out of his apartment takes care to avoid eye contact with whoever he may meet – juves and punks seem to feel compelled to mug (tap, in Megaspeak) anyone who eyeballs them, and even the most respectable looking neighbour may be a cunningly disguised homicidal maniac. In 2126, paranoia is no longer regarded as a mental health problem – it is an essential survival trait. It is the citizens who are consistently happy and cheerful who are regarded as having a problem. A typical citizen regards everyone he meets with the utmost suspicion and even his next-door neighbour is rarely more than a nodding acquaintance. A citizen usually has a small, close circle of friends who share similar interests, or he knows them from Megaschool. The citizen is always careful to blend in with the crowd. If he should happen to spot a mugging in progress, he takes great care to not notice, in case the perps decide to turn on him next. He also apples the same code of behaviour should he spot a Judge – the grim faced guardians of the Law are much more terrifying than mere muggers!

Unless he has some pressing task to perform, such as a shopping expedition, or signing on for his Welfare payment, the citizen is more or less free to do as he wishes for the whole day. However, most choose to spend the day doing nothing – sitting around in his favourite bar, standing around on one of the block mezzanines, or posing on the block plaza, although this is regarded as more of a juve pursuit. He takes care to avoid areas claimed by the gangs, as just passing through is regarded as invasion and always leads to trouble. The gang areas are clearly marked by territorial tags, scrawled on the walls. Even if one of the block cleaning robots removes the paint, it will return in a few hours.

CRAZES

There are almost as many crazes in Mega-City One as there are citizens. Detailed below is a small selection of the most popular and notorious.

EATING

Naturally, eating is a vital part of every citizen's daily life, but a small minority take it to the extreme – and beyond. Developments in food science and medical technology have allowed some citizens to survive at incredible weights. These 'fatties' are far more than merely obese; they are literally mountains of blubber. Most fatties require a small trolley called a belliwheel to aid in movement, which supports their expansive stomach as they waddle around, maintaining a citizen cannot truly call himself a fatty until they have crushed their first belliwheel beneath the weight of their stomach. However, some fatties have become so huge that they cannot move at all without the aid of powerful lifting equipment. Eating has also developed into several sporting events, such as the Grunt 'n' Guzzle, where a team of competitors race to eat as much food as possible in the shortest space of time.

BAT-GLIDING

As long as mankind has existed, he has dreamt of being able to fly like a bird. Technology has finally made this dream a reality in Mega-City One and citizens can strap themselves into special bat suits to flap around the top of their blocks, riding the thermal air currents, silently swooping and gliding miles above the ground. A bat suit is more than just a winged suit as the thermal forces required to keep an average sized human aloft would also roast the unfortunate aeronaught – incorporated into the harness is a series of small anti-gravity devices that reduce the batter's weight to a fraction of normal. However, many novice bat gliders who attempted to make their own homemade bat suits have failed to take this into account and paid the ultimate penalty. Although batting appears simple to the casual observer, it is in fact an incredibly difficult skill to master and it can take many months or even years to build up the necessary skill to become a proficient batter. Batters have developed their own sub culture, developing their own jargon and communicating with each other with short wave radios and comm systems, much like the ancient CB radio hams of ancient times.

SKY SURFING

The development of anti-gravity technology allowed several ancient sports to be updated into the 22nd century. Among these was surfing. In Mega-City Two on America's West Coast, beach bums added anti-grav impellers and small booster rockets to their surfboards, so they were no longer reliant on waiting for the tides and could instead take to the air. Skysurfing is a very different sport to surfing, although it is still requires a great deal of skill and dedicated practice to pull off the incredible spectacular

ALBERT HUMES
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manoeuvres displayed by the skysurfers of legend, such as Dak Goodvibes, Yogi Yakamoto or Mega-City One's own champion, Chopper. Like batgliders, skysurfers are required by Law to keep well away from other airborne activities (including aircraft and hover vehicle routes), but many juves and young punks take no notice of these restrictions and can sometimes be spotted weaving in and out of the traffic on the megaways, although only the most skilled and talented surfers live to tell of their illicit activities.

CITI-DEF

Not a craze as such, but nevertheless a major pastime for many citizens, the Citi-Def is the official Citizen Defence corps. Aside from the Justice Department, the Citi-Def is the closest that Mega-City One has to a standing army. Operating on a volunteer basis, the Citi-Def is open to anyone interested, although it generally only attracts hotheads and troublemakers. The Citi-Def instructors train their members in the use of many weapons, including extremely powerful heavy weapons and explosives, as well as small unit tactics and survival skills. Although regarded as a joke by many citizens (and a dangerous menace by many in the Justice Department) the Citi-Def have occasionally proved to be effective guerrilla fighters in conflicts such as the Apocalypse War and the Second Robot War.

MADNESS IN MEGA-CITY ONE

Insanity is a fact of life in Mega-City One. It is a very rare citizen that is not affected by some sort of mental breakdown during their lifetime. Detailed below is a small selection of some of the more common psychoses to plague Mega-City One.

FUTURE SHOCK SYNDROME

Future Shock has existed as long as the Mega-City itself. Some would trace its origins back even further, to the 20th century, although the original version usually involved citizens who could no longer cope with the tedium and stress of their workplaces, not normally much of a problem in Mega-City One. Modern victims are more likely to succumb to the stresses induced by *not* having a job.

Any citizen can succumb to the terrible Future Shock Syndrome, when the stresses of living in the crowded confined of the gigantic city finally becomes too much and the unfortunate individual feels compelled to attack and attempt to kill their fellows. These futsies adopt a wide variety of murderous methods in their madness. Some simply grab the first blunt object that comes to hand and laying into their neighbours as soon as everything becomes too much for them. These 'ragers' are usually dealt with quickly and easily as they make no effort to cover up their crimes and are quickly apprehended.

Those with access to firearms and heavy weapons tend to cause more of a problem, typically taking up position in some secure vantage point and picking off passers-by, although the Judges are usually able to eliminate them before they cause too much damage. However, it is much

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more difficult to apprehend this sniper type alive, although most are only really interested in dying in a blaze of glory.

Unlike normal murderers, victims of Future Shock are not sent to the Iso Cubes. Instead, they are incarcerated in special Psycho Cubes, where they receive the extensive therapy and treatment they so desperately need. Even though most futsies are eventually released as 'cured', they are usually very different people to whom they once were. Some never recover; unable to overcome their murderous rage they remain locked away for the rest of their lives.

DREDD SYNDROME

Citizens are taught from an early age to obey the Law and live in fear of the Judges. In a small minority, this fear becomes so ingrained that they become terrified of inadvertently breaking the Law, or become obsessed with some minor indiscretion they have committed but have not been caught or punished for. The fear plays on the citizen's mind, gradually becoming more and more exaggerated until the feelings of guilt literally transform into an obsessive psychosis. A victim of the Dredd syndrome will suffer terrifying nightmares and feelings

of impending doom, convinced that any Judge they see somehow *knows* of their guilt.

LEMMING SYNDROME

Regarded as a strange form of mass hysteria, the Lemming Syndrome is a rare but worrying phenomenon. Occasionally, dozens or even hundreds of citizens will feel a sudden compulsion to make their way quietly to the top of their block and hurl themselves to the ground. Victims to the Lemming Syndrome adopt a blank expression, will not speak and move silently, patiently waiting in line for their turn to commit suicide. When the problem first manifested itself in 2108, the stunned Justice Department at first suspected some sort of psychic force at work, some malevolent force compelling the citizens to end their lives. Extensive checks carried out by powerful Psi Division operatives drew a total blank. Psychologists have suggested that the Lemming Syndrome is a response to the overcrowding of the Mega-City, but this remains just one of dozens of theories.

MEGA-CITY CRIME

Crime is an everyday fact of life on the pedways and megaways of the gigantic megatropolis. In a city with such massive overpopulation and with the Justice Department maintaining such a firm grip on Law and order, it is perhaps no surprise that so many citizens turn to illegal methods in order to get what they want in life – crime is usually the quickest way of obtaining wealth or power, although the Judges try to ensure it is not the easiest. Crime can range from the mundane, such as an opportunistic shoplifter snatching a can of Shave-O-Foam from the Megamarket, to the brutal, like an organised crime don dispatching a blitz squad to murder a rival. However, with the myriad of laws and regulations in force, it is easy for a citizen to become a criminal without trying. The Judges regularly hold Crime Blitzes, bursting into a citizen's apartment unannounced and performing a thorough search. These impromptu investigations will always turn up some criminal goings-on, even if the crime is unintentional, such as a forgotten overdue library vid slug. In fact, a citizen found with nothing whatsoever incriminating in his hab will be regarded with the utmost suspicion!

Even minor anti-social behaviour is regarded as a criminal offence in Mega-City One. An action as inconspicuous as carelessly dropping an empty beverage container can earn the perpetrator up to a six-month sentence in the Iso Cubes. Acts of petty crime are generally regarded as victimless and do not generally endanger the heath and welfare of other citizens, but are distasteful or annoying to others. Petty crimes include offences such as littering, spitting in public, noise pollution and even begging (also known as sparechanging). Every citizen will commit petty crimes, some without even noticing, but a few unfortunates become addicted to the mild thrill that breaking the strict Laws of Mega-City One can bring. These petty crime addicts' enjoy the buzz of getting one over on the Judges but a small minority find that their kick can develop into an obsessive-compulsive disorder and can end up spending the equivalent of a life sentence in the Cubes, just because they cannot walk past a garbage bin without kicking it over!

The crowded pedways of the Mega-City are home to dozens of common street crimes, the most common of which include taps (muggers), dunks (pickpokets) and pongos (confidence tricksters). A citizen can rarely leave his apartment without the chance of witnessing at least one of these activities, or even becoming a victim. Street crime is an epidemic that the Judges have little chance of containing as the perps can easily vanish without trace into the throng at the first sight of a Judge. The citizens themselves have little protection against street crime for only the rich can afford a bodyguard, and the special anti-mugging suits are less effective than they could be as their legal status is dubious and in any case, taps have developed their own anti-anti mugging suits to counter the benefit! Most citizens submit to the attacks as protesting only makes the perps more violent and vicious. Street crime can be a lucrative activity, but only the most skilled can continue for a long career before it is cut short by the Judges and a long stretch in the Iso Cubes.

ORGANISED CRIME

Organised crime is the bane of the Justice Department. Just like the Justice Department, the powerful crime lords are capable of calling on massive resources and whole armies of supporters in their fight against the forces of Law. Criminal syndicates are able to spread their influence anywhere in the Mega-City, from co-ordinating gangs of taps to supplying the incredibly addictive Uncle Ump's Umpty Candy to the pathetic Umpty addicts that would sell their grandmothers for just one piece of the sweetest taste ever created. Wherever there is a vice or addiction, organised crime enforcers will be there to control it.

Personality wise, the kingpins of the Mega-rackets run the gamut from the brutal to the suave, although all but the most inept are careful to ensure there is little or no connection between themselves and their various illicit activities, equipped with a whole army of seedy lawyers at their command to ensure that they have a plasteel alibi for every day of their lives. A successful racketeer needs to be an expert puppet master, carefully pulling the strings of his forces in order to stay one step ahead of the Judges. However, the Justice Department is a patient and resourceful beast, always ready to pounce once its prey finally puts one foot wrong. However, whenever one mob boss is sent away for a long spell in the Iso Cubes there is always another to take his place. Alongside traditional organised crimes such as gunrunning, drug smuggling and the like, Mega-City One has developed a crop of its own new, but highly lucrative, crimes.

BODY-SHARKING

Descended from loan sharking, the body sharks still provide ready cash for those in desperate need of finances. Instead of using valuable objects or property as collateral, they insist that the recipient of their generous loan provides them with something of far greater value – a family member or loved one, who is kept in suspended animation until they full amount (plus generous interest, naturally) is paid back. Missing a payment ensures that the collateral is 'reduced' accordingly. An unfortunate victim will find themselves sold on, piece by piece, to organ leggers, although it is not unheard of for loan recipients to have parts of their loved ones returned to them through the postal system. Body sharking is often a lucrative partner to an organ legging operation.

ORGAN-LEGGING

There has been a long-standing urban myth of the partygoer who awakens after a long night to find one of their kidneys surgically removed and sold on the medical black market. In the bleak future that is Mega-City One, this apocryphal tale has become a tragic reality, although the surgeons who operate the organ legging trade will rarely stop after taking just a kidney. Some citizens can make a tidy profit illegally selling off their internal organs one at a time, but it is far more common for an organ legging operation to simply kidnap victims off of the street in order to harvest their body parts. Although regarded as an odious practice, there are always rich citizens who are prepared to pay in order to extend their life by a few years and will not care where the merchandise comes from.

PERP RUNNING

Specialists in escape and evasion, perp runners are experts in smuggling wanted criminals out of the Mega-City whenever Justice Department attention become a little too hot. Most runners have several well guarded safe routes out of the city, usually into the Cursed Earth or to another Mega-City, but a few operations remove their clients from Earth altogether. Although highly valued by the criminal community, it is not unheard of for perp running rings to sell their customers into slavery on some distant world. However, a fleeing criminal has little choice but to trust the runners and has to take the risk that he has chosen a legitimate operation.

UMPTY BAGGING

Uncle Ump was not the type of person who might be expected to create the most addictive substance known to science. He was a harmless, jolly little man who only wanted to make candy. Unfortunately, he succeeded at this task far too well. There are no addictive ingredients in his notorious umpty candy - it is the unique way the chemicals and additives are blended together that created the incredible mind blowing taste. Just a single piece is all that is needed to turn the unfortunate consumer into a life long umpty addict. In other words, Uncle Ump's candy was exactly what the Mega-City drug cartels had been seeking for decades. As soon as the Judges realised the terrible addictive nature of Uncle Ump's, the unfortunate candy manufacturer found himself exiled into space, with a cover story that he had died in custody. However, he was soon rescued (and subsequently murdered) by the notorious Jong family and forced to part with his secret recipe. It did not take long for the Jong family to establish 'umpty pushers' on every street corner, providing a hit of the sweet, sweet stuff to any passing umpty junky.

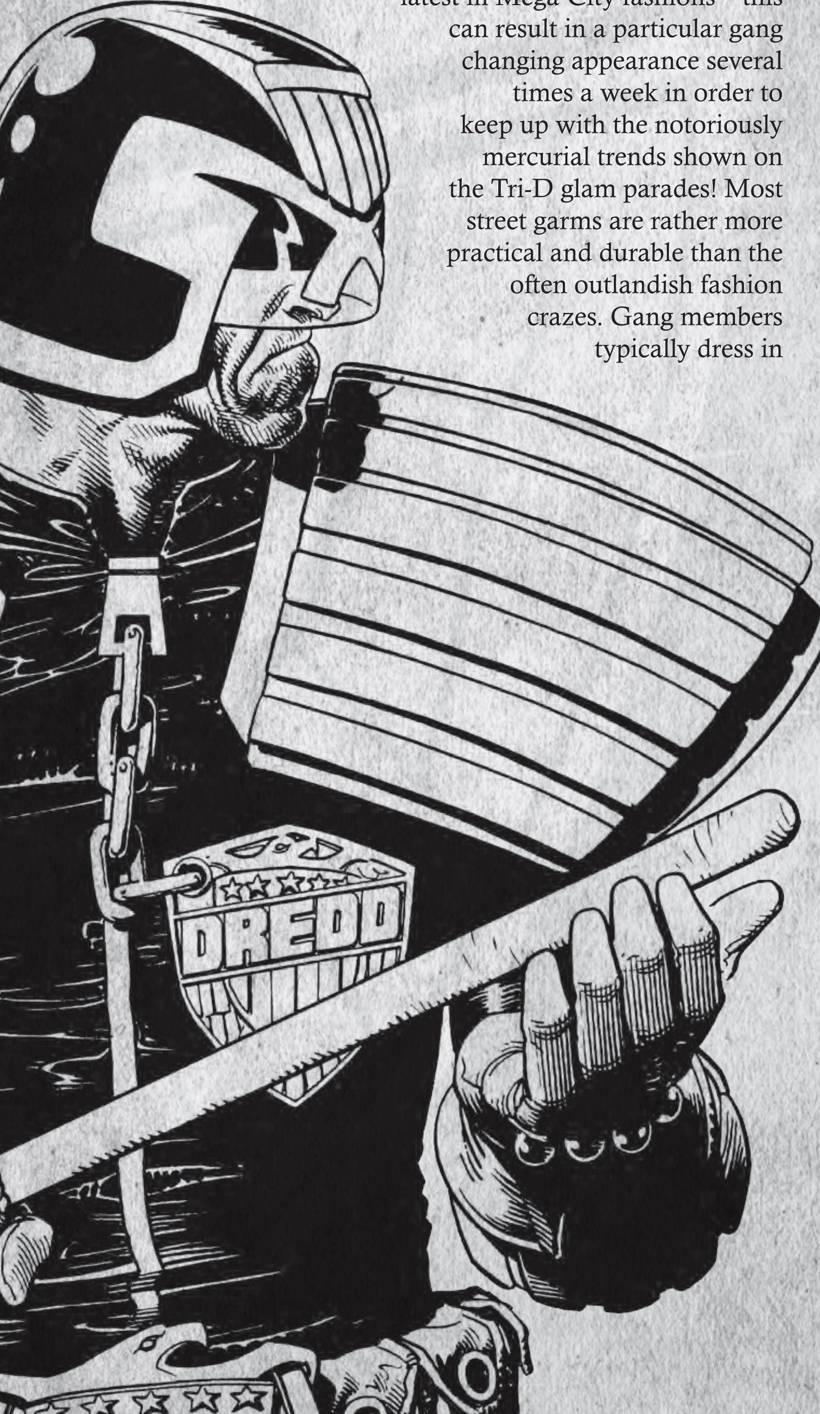
GANG LIFE

The children of Mega-City One have little hope of ever making a success of their lives. Even roboteachers at the Megaschools tell them that they have no chance whatsoever of gaining legitimate employment and only the brightest, strongest or most eccentric have the necessary attributes to make it as businessmen, sportsmen or Tri-D favourites. Young citizens (known as juves) are taught to find a hobby or pastime to occupy their eventless lives, but many succumb to apathy or simply lack the imagination to think of anything creative or worthwhile to fill their time. Born and raised in the uncaring confines of the blocks, juves quickly become accustomed to the sight of violence and crime and many consider it to be an ordinary, even unavoidable, part of their everyday lives. It is perhaps no small wonder than many of these young citizens decide to join with the criminals – it is the quickest way of gaining respect from their peers, as well as a way of obtaining easy money. Despite, or perhaps because of, the vast population of the Mega-City, all citizens feel isolated and alone at some point in their lives. This feeling becomes particularly acute during adolescence and many juves feel that their parents 'do not understand them' and have a desperate need to 'belong'. Joining a gang can seem like an ideal way of gaining the respect they feel is due to them.

Every block has at least one gang, a collection of social misfits and brutal youths who ruthlessly control their territory. Most gang members are under the age of 20. Typically, any punk who survives into adulthood will eventually graduate into more professional criminal activities, although it is not unheard of for a citizen to remain with his gang until he is into his 30's, although this is very much the exception rather than the rule as the brutal lifestyle of the Mega-City gangs tends to ensure that life expectancy is rather short. Only a very capable punk can survive for more than three or four years running with the gangs. Not only do gangs from rival Blocks battle for territory and reputation, they must also cope with internal disputes that often have fatal consequences and the ruthless forces of the Justice Department are more than happy to take the opportunity to remove gang members from circulation wherever possible. A punk who has spent several years in the Iso Cubes may well gain the respect of his contemporaries, but can find that none of them have survived once he has been released as gangs have a very high turnaround of members due to their constant feuding with their neighbours!

A gang's name is very important. While the gang members change on a regular basis, the name will always remain the same and some of the more powerful gangs have existed for longer than Mega-City One itself, although they are more likely to be named after their home block. Many gangs have names based on the reputation of whoever their block is named after, although most punks never realise their homes are named after historical figures and miss the significance (in a recent Mega-poll, 58% of the population believed that the famous people who gave their names to their homes were actually named after the Block, and not vice versa). Most gangs have a junior branch, sometimes consisting of very young juves and it is not unheard of for five year olds to be recruited, although the average age is about twelve. This junior branch will act as a training gang, taking part in the less violent rumbles and gaining experience in small-scale crimes such as shoplifting or dunking. A junior gang member is always desperate to be given an opportunity to prove himself and will jump at any chance to be allowed to graduate to full gang status. Such juves often embark on suicidal missions at the command of the gang hierarchy, safe in the knowledge that even if they do not survive, they will at least have earned the respect and position owed to a full gang member.

Clothes and image are also vital components of the gang. Every gang wears a distinctive set of clothing – the street garms. Rather like a Judge's uniform, street garms are intended to be instantly recognisable and as intimidating as possible, although they allow much more room for individuality. However, the leadership of some gangs, particularly those hailing from richer Blocks, tend to insist that their followers wear only the very latest in Mega-City fashions – this can result in a particular gang changing appearance several times a week in order to keep up with the notoriously mercurial trends shown on the Tri-D glam parades! Most street garms are rather more practical and durable than the often outlandish fashion crazes. Gang members typically dress in some variation of a heavy jacket, fashionable kneepads and big boots. Some gangs also have a distinctive hairstyle and tattoos, or even ritualistic scarring. It is not unusual to see certain cosmetic cybernetic or bionic enhancements as well, although the cyberpunk style has fallen out of favour in the aftermath of the Second Robot War of 2121, which fuelled rabid anti-robot feelings.



Gang members do not spend all their time committing crimes or fighting their rivals. Just like other citizens, they have little to do most of the time. Many spend their time simply hanging round in various parts of their block. Plazas, shopping malls and mezzanines are favourite hanging places, although many favour the likes of vehicle bays or some seedy bar. Although simply a method of killing time, hanging (as well as strutting, aimlessly wandering around) is also a valuable way for the gangs to make their presence felt in a Block. Just like the Judges, the gangs have learned that fear is an excellent weapon and simply standing round in groups, eyeballing passing citizens is an efficient way of getting noticed without much effort. It is not unknown for whole floors to be claimed by gangs, becoming no-go areas for ordinary citizens. Crossing ganglands can be a terrifying experience, as the citizen is forced to run the gauntlet of jeers, insults and nasty looks as well as the danger of an actual physical assault. This is particularly trying for the unfortunate citizens who happen to live on those floors.

Although it seems to many outsiders that gangs are little more than disorganised mobs of vicious thugs, there is usually an extremely complex hierarchy in position. There is always a very strong leader figure. He is usually known as the top dog, although the title varies depending on the style and image of the gang – warlord is common, although some refer to the leader simply as 'boss' or 'chief'. The top dog has usually risen to his position by being meaner and more vicious than his contemporaries though brains, while sometimes useful, are by no means a prerequisite for a powerful gang leader. The top dog surrounds himself with trusted lieutenants, charged with the task of ensuring the leader's orders are followed to the letter. The lieutenants are not always as reliable as they could be and the ancient principle of keeping friends close and enemies closer is, if anything, even more applicable in the cutthroat world of the Mega-City One. Still, it is not unusual for gangs to be riddled with separate factions, each with its own agenda. Below the lieutenants are the punks and juves. These are vicious and experienced gang members, veterans of dozens of confrontations and rumbles, as well as skilled thieves and taps. The final rank consists of young juves, enthusiastic but untested criminals just embarking on their first taste of criminal life, delighted to be finally allowed to join with the major leaguers.

SCRAWLING

Although scrawling is a craze that regularly sweeps the city, compelling many young juves to spray paint onto any clean wall they pass, street gangs regard scrawling and graffiti as a vital method of marking territory, issuing challenges, passing on the latest gang gossip and boasting of past victories. Every gang member has his own 'tag', a unique glyph that he uses whenever he scrawls anything. Tags vary enormously in appearance – in theory, every gang member has their own original design that is supposed to reflect his individuality, and some produce incredibly elaborate works of art every time they leave their mark anywhere.

The Justice Department technically regards scrawling as a form of vandalism but also realises it is a vital way of keeping track of the latest gang developments. Many punks never realise that the Judges are more than capable of deciphering their 'secret' messaging system and are bewildered when arrested for crimes they have been boasting about all over the walls of their homes! Even city maintenance robots seldom bother to remove the graffiti that covers many of the walls in gang controlled territory. They are programmed to recognise that scrubbing away or painting out gang related scrawls is a waste of time, as the punks will appear to replace the territorial markers before it has managed to complete the task.

Places where the gang members hang regularly tend to become completely smothered in multiple layers of paint, including tags from long dead and forgotten spugs from decades past. Ordinary citizens are extremely careful to avoid these tag towns as such an area is usually the heart of the gang's territory and is therefore closely guarded.

TOUR OF THE JUSTICE DEPARTMENT

The organisation of the Justice Department is relatively simple; the Chief Judge and the Council of Five represent the Department and administrate its affairs. Below in the chain of command are the divisional and regional chiefs. The most numerous units exist at the bottom of the chain. They are the Street Judges, the law enforcers most often encountered by Mega-City citizens.

ACCOUNTS DIVISION (ACC-DIV)

If there is any division within the Justice Department loathed as much as the SJS, the Accounts Division is probably it. The Justice accountants work tirelessly to prepare, manage and deliver the annual Justice Department budget. To achieve this, armies of accounting clerks work within the administrative offices of every major justice facility, from Sector Houses and armouries to the Grand Hall of Justice itself, checking and verifying data, auditing disbursement vouchers and debit memos.

ATLANTIC DIVISION

Until 2104, Mega-City One only laid claim to Black Atlantic territory 40 miles east of the city wall, not including the Trans-Atlantic Tunnel connecting with Brit-Cit. The Apocalypse War changed the situation drastically, testing the limited Mega-City oceanic defences and finding them wanting. Once Mega-City One had regained a measure of stability after the war, the Council of Five extended their jurisdiction two thousand kilometres east across the Black Atlantic, north as far as the tip of Greenland, and southwards to the Caribbean Zone. Despite official complaints from Brit-Cit and the East European Enclaves, Mega-City One has not seen fit to retract its decision, fearing another attack should it once more let its Atlantic defences stagnate.

THE CHIEF JUDGE

The ultimate authority in Mega City One rests with the Chief Judge who makes all decisions regarding policy and represents the public face of the Justice Department both at home and abroad.

The manner by which previous Chief Judges have been selected for the post have varied tremendously. Traditionally, when a crisis has caused the death of the incumbent, a successor has been hurriedly selected from the Council of Five or the Academy of Law. In 2101, Chief Judge Nicolas Griffin was appointed after Chief Judge Cal's one hundred-day reign of terror. Griffin's successor Hilda McGruder, ex-SJS Chief, was the only surviving member of the Council of Five after the Apocalypse War. Recent incumbents have been placed in office by way of a voting system that has settled for the time being into standard practice. Only Judges of senior status are eligible to vote for the new Chief Judge.

COUNCIL OF FIVE

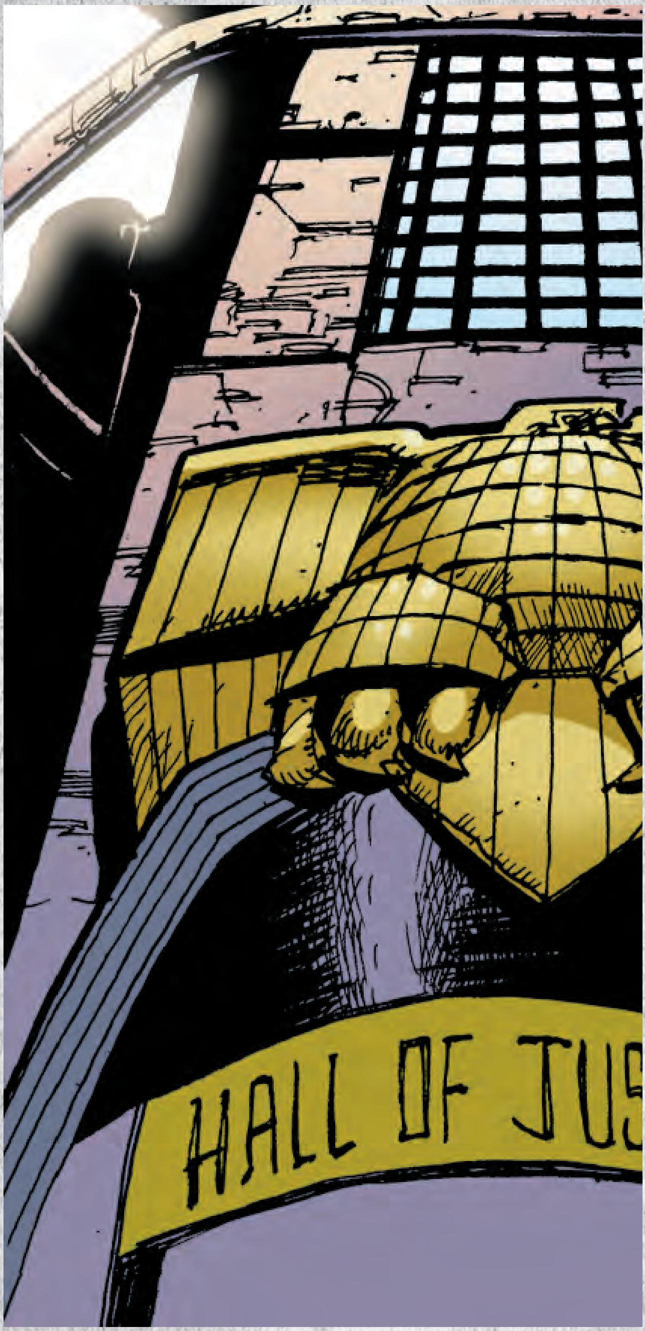
The Council of Five are the Chief Judges' most trusted advisors, consisting of the chiefs of the most influential divisions. Once the Chief Judge has ratified department policy, the Council is responsible for its implementation. When the Chief Judge is unavailable to monitor Mega-City One, the Council govern by proxy. The Chief Judge is responsible for appointing and dismissing members of the Council, though traditionally the Council's complement remains static until the Chief Judge is replaced. There is no typical Council gallery, although few selections have omitted the chiefs of SJS and Street Divisions.

COVERT OPERATIONS ESTABLISHMENT (COE)

The COE has evolved from the old American Central Intelligence Agency into an extremely efficient division with influence extending across the world. The COE's official mission statement is to counteract threats to Mega-City One, chiefly through intelligence gathering submitted to other divisions, and to take decisive action to resolve threats and maintain the city's integrity.

IMMIGRATION DIVISION

Immigration Division decides who lives in Mega-City One and who will be excluded from citizenship. The favourite requirements for any individual seeking to live in the city are the 'Big HW' (Health and Wealth). Mentally or physically unwell applicants are refused outright. Immigrants unable to support their selves



financially, hoping to live off Welfare payments, will not even make it to a preliminary interview. Exceptions to standard application protocols are made under the Saville Convention for refugees claiming asylum, fleeing homelands that have become too hostile for their continued habitation. The Mutant Control and Emigration Bureaux are components of Immigration Division that deal with the removal of illegal mutants from the city.

MEDICAL DIVISION (MED-DIV)

Medical Division formulates medical policy for the entire Justice Department. It is sub-divided into several critical units; Personnel Unit, Med-Lab, the Psycho Unit, the Dream Police and Genetic Control. Medical Division's brief is to protect the Justice Department from any agent threatening the health of its personnel. It also shares select, declassified portions of its accumulated knowledge with the civilian health authorities for the betterment of all.

PERSONNEL DIVISION

Personnel Division develops and administrates programs to improve Judge motivation, satisfaction, efficiency, and general welfare. It is a standard feature of every Sector House, delegating assignments, maintaining personnel records, effecting personnel transfers, processing requests for extended leaves of absence and adjudicating internal disputes with the sector chief's approval. Another vital function of Personnel Division is the administration of internal multimedia, and information distribution services required to meet everyday needs, including daily briefings, general orders, legal bulletins, department postings, data-slugs and updated training manuals.

PSI DIVISION (PSI-DIV)

One of the last Justice Department divisions to be formed, Psi Division took advantage of the massive increase in psychic potential apparently generated by the Atom War to provide the Justice Department with a small but indispensable organisation. Psi Judges are not unique to Mega-City One, though whereas most other city-states train their psychics to the exclusion of all else, Psi Division produces operatives who are not only highly-disciplined in the use of their strange powers, but also fully-fledged Street Judges able to outgun and out-think enemies of the Justice Department. Psi Division is based at Omar House in Sector 44, within sight of the Grand Hall of Justice. It comprises three departments; Psi-School, Psi-Lab and Psi-Operations.

PUBLIC SURVEILLANCE UNIT (PSU)

The Public Surveillance Unit monitors the citizens of Mega-City One. Almost every public place and strip of roadway is monitored by a variety of cameras relaying information to the PSU Judges in their headquarters located at the top of the Statue of Judgement, allowing them to keep track of the movements of every citizen. Unknown to the average citizen, the PSU also monitors every financial transaction ever made as well as keeping track of educational and medical records. The information PSU gathers is held in a vast database shared by MAC. All data can be recalled by one of the specialist operators at a moments notice.

THE SPACE CORPS

The Space Corps is responsible for maintaining Mega-City One's spysat and stratosat networks under the banner of Satcom. It polices the space stations within Mega-City One territory and has military responsibilities beyond the Earth solar system, protecting City colonies from themselves and fighting off attempted incursions into their territory by enemy alien military powers.

SPECIAL JUDICIAL SQUAD (SJS)

The SJS are a special unit of Judges who scrutinise the affairs of the other Justice Department divisions, searching for signs of corruption. Justice personnel suspected of malpractice are secretly observed with specialised surveillance equipment whose profiles are invisible to conventional justice sensors until the subject's guilt (or innocence) can be proven. If guilt is established, the SJS promptly send in a snatch squad of SJS operatives to apprehend the culprit. He is then taken into SJS headquarters beneath the Grand Hall of Justice for intensive questioning regarding his felony and possibly any accomplices within the Justice Department. Once they have all the information they require, the SJS report the criminal to the Council of Five so they may authorise his expulsion from the Justice Department to serve a prison sentence in one of several work camps located throughout the Cursed Earth or on Titan, a moon on the fringes of the solar system. SJS operatives personally supervise the ex-Judge's transit to his final destination, respectful that as a Judge he remains extremely dangerous and must never be left unattended. In the event of a criminal Judge committing a capital offence deserving the death sentence, the SJS will administer the lethal injection and supervise the removal and disposal of the corpse.

STREET DIVISION

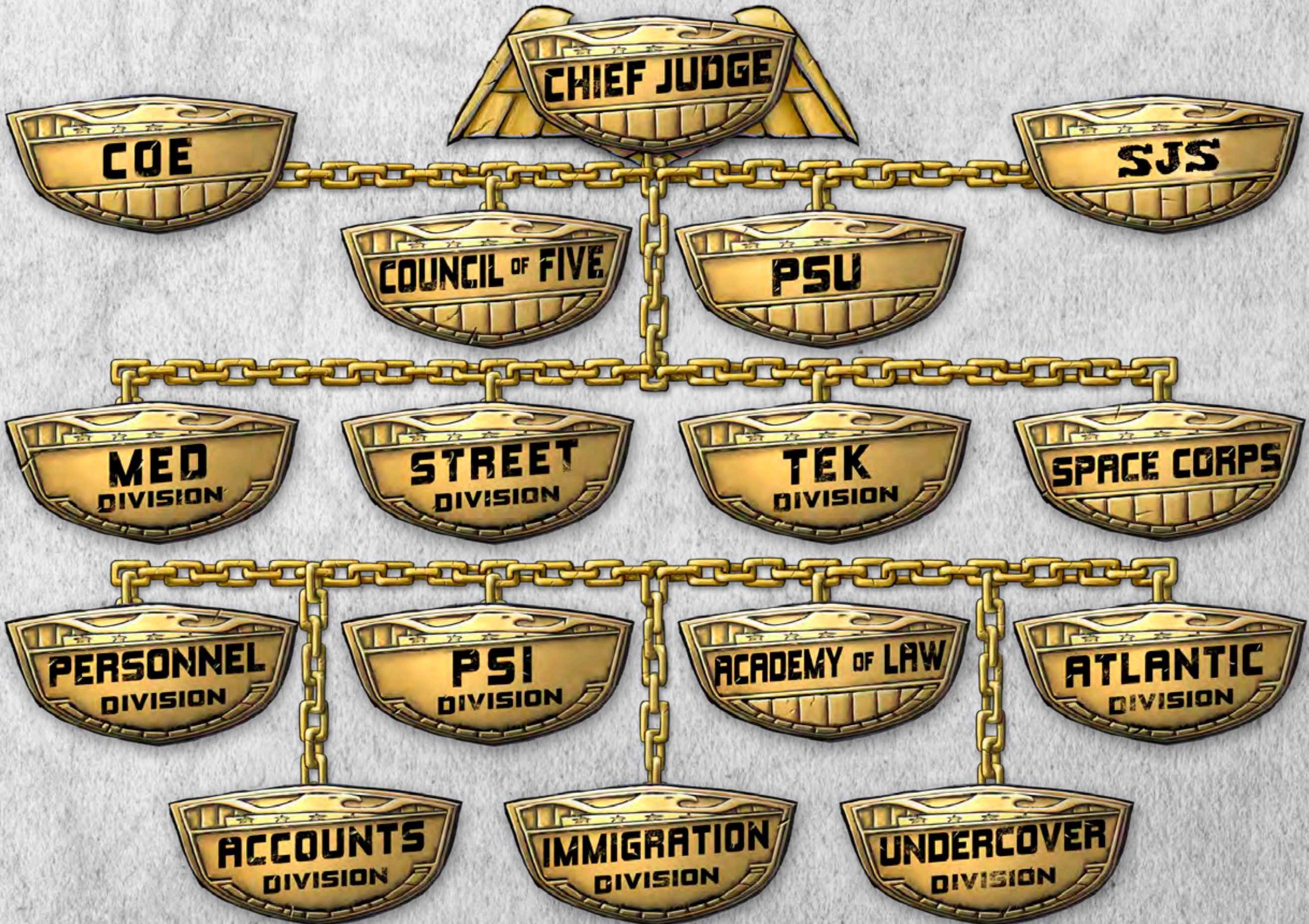
Street Division is an umbrella term for the largest organisation of Judges in the Justice Department. Street Judges are the personnel whom Mega-City One citizens will encounter almost every day of their active lives - the archetypal image of a rugged defender of the law, mounted atop his Lawmaster motorcycle, Lawgiver pistol blazing from his hand. Think no further than Judge Dredd himself to encapsulate the public ideal of the Street Judge. Though Street Division personnel never fail to uphold this image, they are also involved with operations kept far from the public eye, just as crucial to keeping the streets safe from crime as a violent, physical presence.

TEK DIVISION (TEK-DIV)

The main body of Tek-Judges are rarely seen on the streets of Mega-City One. They exist to devise cutting-edge technologies to augment Justice Department operations, facilitating explorations of environmental media not possible with conventional science. Tek-Div provides equipment, vehicles and weaponry to specifications demanded by the relevant divisions. It maintains the Sector Houses, telecom nodes, armouries and emergency ops bases with a constant eye to upgrading as often as time and the Justice Department budget will allow. Every Sector House will have a Tek-Judge contingent. The principle Tek Division departments are Tek-Labs, the Engineer Corps, Fleet Services and the Forensics Squad.

UNDERCOVER DIVISION (WALLY SQUAD)

Reasoning that maximum visibility equals maximum deterrence, Judges normally prefer to maintain a high profile image when policing Mega-City One. Everything from the imposing Street Judge uniform to PSU surveillance cameras and Manta Prowl Tanks are designed to be conspicuous and instantly recognisable. However, there has always been a need for a covert approach. The Justice Department maintains an Undercover Division, nicknamed the Wally Squad, made up of an eclectic group of Street Judges specially trained to behave and look like ordinary citizens to completely blend into the more dangerous elements of Mega-City criminal society. For this reason, normal Judges regard the Wally Squad as the biggest collection of freaks and oddballs to be found in the ranks of the Justice Department.



BLOCK WARS

Mass civil disturbance occurs everyday in Mega-City One, driven by the mass overcrowding of the population and high unemployment rates. Citizens may rally against the lack of jobs, the authority of the Judges or the death of a well-known Tri-D soap character – it does not take a lot to trigger a mob instinct that can result in thousands of deaths and millions of credits worth of damage. Every sector suffers, though some have a disturbing reputation for both the regularity and intensity of riots and block wars that rampage through the streets. It is the nightmare of every Judge on the force to be confronted with one hundred thousand rioting citizens without available back up and many study hard in preparation for the day in which they may find themselves in exactly this position. Judge Dredd has the power, reputation and authority to arrest an entire block but this is an option few Judges are able to successfully exercise and most die trying. Only a combination of teamwork, back up and sheer courage may see a Judge through what is probably the very worst Mega-City One can throw at him.

RUMBLES

Typically the preserve of juves and young punks, a rumble is the description commonly given to any running street fight involving one or more sides targeting each other. It is also the term applied to the regular small-scale battles that take place between rival street gangs seeking to force one another from the area. Rumbles are relatively small affairs usually involving less than one hundred citizens on each side though the sheer amount of damage that can be caused far outweighs the number of combatants. The gangs taking part are often deadly rivals looking for the slightest excuse to go to war and destroy their long-term enemies. Because of this, rumbles take an incredibly personal edge and can escalate rapidly as temporary alliances with other gangs are forged and broken, and increasingly heavier weaponry and ordnance is brought into play as the stakes rise.

Many Judges may be tempted to simply leave street gangs and juves to tear themselves apart though any experienced judicial personnel will advise that this is an extremely hazardous course of action. Things may seem safe enough as perps hammer each other into unconsciousness in some deserted part of the sector but all too quickly firearms and heavy weaponry may be brought into action and the rumble can spread unbelievably fast into crowded population centres. A rumble can cause a significant amount of collateral damage as both property and innocent citizens get caught up in a lethal crossfire.

What may start as a simple knife fight between two gang leaders to determine who has right of access to a munce burger bar, hideout or pedway can quickly devolve into a mass brawl. As firearms are brought out, the death toll rapidly increases. Other juves and street gangs may join in, carefully picking their allies and unleashing everything they have at their enemies. If Judges are not called to the scene in very short order, vehicles, bombs and missile launchers may be unleashed into the carnage, threatening everyone nearby. However, Judges should be warned that the participants of rumbles are notoriously fickle, especially if they comprise in the main of juves. As soon as the Judges arrive in force, the combatants of the rumble may well unite almost instantaneously against the judicial response, forming temporary alliances in order to battle against the force they all truly hate – the Justice Department.

So long as experienced Judges arrive on the scene of a rumble quickly, they can usually be contained within minutes for those who lack Judge Dredd's impressive authority, a single Manta Prowl Tank can instantly quell any such disturbance. All that will remain is to identify the gang leaders, sentence all lawbreakers and detail clean-up squads to deal with the mess that remains.

RIOTS

Citizens enjoy complaining for it is one of the few legal pasttimes that costs no credits. The danger for the Justice Department is that such complaints tend to become self-perpetuating and what might start as a tirade from one citizen against all the unfairness in his life can soon develop into an illegal parade of thousands of citizens. Once this many are on the move, all simultaneously demonstrating against the same perceived injustice, trouble is inevitable. This is the reason the Justice Department grants very few permits for parades and ruthlessly quashes those that

spring up without their authority – it has little to do with a distrust of any democratic system (though that is very much another story) but simply indicates that citizens cannot be trusted to take to the streets in any great number.

A riot can develop for reasons that, in the aftermath, may seem incomprehensible, even for the citizens involved – though this is no excuse for their lawless behaviour. A desire for democracy and the end of the Judge system, housing rights and anti-alien protests have all been the cause of massive riots throughout Mega-City One in the past. However, so has the withdrawal of a certain brand of synthi-bar, the change of broadcast times for a Tri-D game show and the repainting of a city block. Mega-City One is a tinderbox of differing interests, prejudices and dissatisfied citizens, all looking for an outlet for their frustrations. Many may not even agree with the protest in which they are supporting but they are all too willing to go along with the masses simply as a release. It has even been known for riots to change the target of their protest several times during a march, as several particularly charismatic citizens alternatively take the lead for short periods of time. This can leave Judges preparing a response a little bewildered as the riot literally takes a turn for the worst. The citizens engaged in the riot, however, may not even notice they are now fighting for a completely different cause.

Riots pose particular problems for the Judges as they tend to be mobile affairs and can cover several miles before being properly contained. As the riot travels, more and more citizens are drawn into the violence as it takes a life of its own. The citizens within riots rarely target one another, unless a dispute in views of doctrine becomes evident, but can cause an incredible amount of damage as vehicles are over turned and burnt out, blocks are attacked and shopping malls looted. The more serious riots actively target a perceived enemy or threat, such as a particular race of aliens, gang of juves or chain of kneepad stalls. When this happens, an ugly witch hunt can develop, with mob justice being performed against the possibly innocent targets in a hideous fashion only witnessed in the Mega-City.

For these reasons, riots are given the highest priority for response by Judges. In theory, a riot left unchecked could travel through an entire sector, raising every citizen up in arms and leaving utter carnage in its wake. Unless the entire city is in the grip of a new, revolutionary and potentially dangerous idea (such as the democracy riots of 2113), riots tend to be limited to a few thousand angry citizens though it is only the presence of the Judges that stops them spiralling further out of control.

BLOCK WARS

By far the most well-known of all civil disturbances is the block war, though rumbles and riots tend to be more common. The city blocks of Mega-City One are monuments to human ingenuity – rising over a mile into the cloudless sky, each houses tens of thousands of citizens, jam-packed together as part of the space saving measures necessary in the overcrowded city. Every possible convenience a citizen could dream of can be found within his own block, including shopping malls, bars, leisure centres, hover car showrooms, med-centres, arcades, and much more. It is possible for a citizen to live his entire life without ever needing to leave his city block – and many do just that. An unfortunate side effect, however, is that it is all too easy for a citizen to start imagining a loyalty to his block, the idea that, in some way, his block is a far better place to live than any other. This breeds a natural rivalry between the citizens of neighbouring blocks and while the outward signs of this are usually little more than juve gangs preying upon one another, it can ignite into full scale warfare.

The incidents that have precipitated block wars in the past could be laughable, if their consequences were not so tragic. It is generally believed that the greatest block war in the history of Mega-City One was caused by four-credit Freezy-Whip being dropped on to the head of a citizen of a rival block. A far more common cause is to be found within the Citi-Def units present in every block. Bored with countless training exercises and mock combats, the part-time soldiers of the Citi-Def units yearn for real battle or trigger time, as they call it. The most obvious target is, of course, the Citi-Def soldiers of a neighbouring block. It does not take long for ordinary citizens to join their Citi-Def in attacking a rival block and with the incredible weapons to be found in their armoury, an immense amount of damage can be caused before the enemy has time to react. Missile launchers, lazookas and missile defence lasers can all be turned upon fellow citizens as the battle intensifies.

Block wars can involve hundreds of thousands of citizens and Judges must move quickly to segregate warring blocks before their neighbours also become involved. The death toll of even a short-lived war can be catastrophic as high explosive shells and piercing high intensity lasers pound each block to rubble. In rare events, Citi-Def units have infiltrated the foundations of their rivals, planting mega-explosives designed to bring the block crashing to the ground, prompting the Justice Department to mobilise every emergency squad in the sector.

The Judges of any given sector may expect to face a block war perhaps once each month on average, though some sectors are notorious black spots of disillusioned citizens just itching to take their frustrations out on their neighbours. Few city blocks are actually destroyed by these block wars but deaths will always run into the thousands and the cost in criminal damage can rise to millions of credits, to say nothing of the burden placed on the iso-cubes as the Judges haul thousands of perps off to complete their sentences.

SECTOR WARS

Incredibly rare in the history of Mega-City One, full-blown sector wars can make even a multiple block war seem insignificant. As a rule, citizens are far less devoted to their sector than they are their own city block though, once again, it takes little to trigger the mob instinct present in all of them. Sector wars involve millions of citizens, all mobilised under a common banner against their enemies in an adjacent sector. Battle lines can stretch dozens of kilometres, with each army led by the combined Citi-Def units of all the blocks in the sector. The potential for destruction and carnage is incalculable and the Justice Department will move swiftly to defuse the crisis.

One of the most famous examples of a neatly averted sector war was started by the civil councillors of Sector 1. The power supplies for their entire sector were being constantly disrupted by peak-time overloads from the neighbouring Sector 3. Unable to resolve the dispute to their satisfaction, the councillors illegally mobilised every Citi-Def unit in the sector. In less than an hour, Sector 3 had responded and two immense armies faced one another across a fifteen kilometre front. Judge Dredd was dispatched to avert the brewing sector war, a task he accomplished by cutting off the power to both sectors until every Citi-Def unit had dispersed back to their own blocks. The councillors of both sectors were subsequently arrested by Dredd.

CAUSES

It is a common joke among Judges that citizens need no reason to go to war with one another and, indeed, the surface reasons for block wars and riots can seem incredibly trivial when exposed to detailed examination. The fundamental causes, however, are always the same. Mega-City One is a population centre in a permanent state of crisis. The succession of disasters to plague the city have left many completely homeless and those lucky enough to be catered for by the Housing Department are crammed into tiny apartments among tens of thousands of other citizens. The proliferation of computers and robots in industry, while making for an incredibly efficient economy, has driven unemployment to stratospheric levels and literally gave citizens far too much time on their hands. As Mega-City One spirals downwards under increasingly severe crime waves and social disorder, it is the Judges alone who stand between relative peace and total anarchy.

A more disturbing trend in recent years, however, is that of the intentional block war and riot. Due to the massive numbers of citizens involved in these disturbances, the response of the Justice Department will always be of a similar magnitude. In a time where the resources of the Judges are severely limited and a massive shortfall in manpower exists, this means that one block war can all but drain an entire sector's ability to respond to other crimes. This filters down to all levels. While it is standard practice to increase Judge visibility within a one mile radius of a block war or riot to discourage opportunistic looting and other crimes, this can seriously impact a patrol of street Judges on the other side of the sector who may well find absolutely no back up units are available to them when confronting even major criminal activity.

Perps have begun to learn this flaw in the Justice Department's policing methods and the best of them use it to their advantage. When planning raids on high-value facilities such as banks and Justice Department armouries, some criminal organisations will seek to intentionally start a riot or block war a few miles away in order to both draw Judges away from the intended target and cripple their ability to respond while the crime is in progress. Unfortunately for the perps, while riots and block wars can start with the most minor provocation, months of planning can go wasted as they slowly begin to realise that citizens are a fickle race. One badly chosen phrase from an eldster to the wrong juve can spark a whole block war but things can quickly become more problematic when perps try to intentionally start a disturbance. It can be incredibly difficult to tap into the group consciousness of

tens of thousands of citizens simultaneously and just as the Justice Department can find it nigh on impossible to predict where the next block war will take place, so can perps find it amazingly difficult to start one deliberately.

Block wars and riots are spontaneous events that have so far defied rational and scientific analysis. Many perps and criminal organisations are far more content to simply bide their time and launch their operations when a block war develops by chance. They are unlikely to have a long wait.

JUDICIAL RESPONSE

By necessity, the response of the Judges to riots and block wars must be swift and total. The citizens they are sworn to protect can easily escalate a minor situation into a major tragedy and so a certain ruthlessness is required by Judges arriving on the scene as a block war begins to flare up. The use of Stumm Gas is automatically sanctioned for it is far better to face a tiny proportion of deaths from allergic reactions to the toxin than thousands of casualties later on. Riot foam may be used to flood entire plazas in an effort to keep the mob from fighting and in extreme cases, sonic cannons can be turned upon the blocks themselves to immobilise their citizens. Major ordnance is also likely to be deployed, for the longer a block war rages, the more damage will be sustained in the surrounding area and the more Judges will be tied up dealing with just this one incident. Pat-Wagons, H-Wagons and Manta Prowl Tanks are therefore all made readily available, where possible, once a Street Judge calls for back up.

Specially trained and equipped Riot Squad Judges will also be deployed in sectors that keep them on permanent alert. Often disregarded by Street Judges who view Riot Squad duty as somehow second-line when compared to fighting crime directly, these Judges are actually superbly disciplined and well versed in handling numerically superior opposition in a manner designed to pacify rampaging mobs, rather than incite them to further violence.

Given enough warning from narks, the Wally Squad and other informants, Judges are also empowered to put entire blocks under solitary confinement where it is believed a block war is imminent. This is a method by which the blocks are quite simply shut down from the rest of the city, with no citizen being permitted to enter or leave until the Justice Department lifts the blockade. This has little impact on the majority of citizens in such blocks, for everything they need in day-to-day life can be found within but by separating them from their neighbours, extreme violence may be averted.

All too often, however, no such alert is available to the Judges and those on the street may literally find themselves walking into a war zone with little to no warning. In such circumstances, Judges are advised to keep their distance until back up arrives for even their superior training and equipment will avail them little against a mob one thousand strong.

THE AFTERMATH

Once the perpetrators of a block war or riot are arrested and sentenced, and the clean up squads have been and gone, it is the lone citizen who has to cope with the aftermath of destruction. It is likely he will have lost friends and family in the fighting and will likely hold a deep-rooted grudge against the rival block, one that the Judge's solitary confinement of his own block cannot shake. He may not have released all his pent-up frustration before the Judges arrived and will have to face yet another day of boredom and unemployment – it is a well known fact among Med-Judges that incidents of Future Shock Syndrome can double among the survivors of block wars.

The Justice Department keeps an extremely close eye on blocks that have warred in the past and rivalries can be maintained for many years. In general, this friction is restricted to juve gangs from the two blocks engaging in isolated rumbles but there is always the fear that a full-scale block war may erupt once more as citizens on either side start gearing themselves up for a re-match – usually led by their own Citi-Def unit. Regardless of its past history, each block within Mega-City One must be regarded as a potential trouble spot for riots, block wars and worse.

THE UNDERCITY

The Undercity came into being simply as a cost saving exercise. The original Mega-City was intended to span no more than thirty cityblocks and house no more than a few million people. However, population growth was rapidly rocketing out of control - the population of America was doubling with each new generation. Providing sufficient housing for the teeming millions was proving to be a major problem. Despite the chronic problems caused by the cramped conditions in the first of the Mega-Cities, more and more cityblocks were built, taking up more and more room until the world famous skyline of New York City was dwarfed in the far more majestic profile of the neighbouring Mega-City. Before long, the City could expand no further east and New York had become an embarrassment – an ancient, run down and impoverished cousin to the shining new 'City of the Future'.

Congress decreed that the old city should be demolished - however, as soon as the first cost breakdown of the mammoth task was drawn up, the finance conscious government balked at the sheer expense and ordered a special 'think-tank' to come up with a more cost effective solution. The ultimate idea was straightforward, but ingenious. Instead of levelling the entire city, it would simply be left intact and encased in a new substance called 'rockcrete'. This plan had several advantages – not only would the government save on the cost of demolition, it could also avoid accusations of institutional vandalism. After all, the old city would be perfectly preserved – in fact the new, high-tech substances ensured that it would be protected from almost everything that modern technology could throw at it.

The planned method of entombing New York would require incredible engineering skill. There were to be several phases to the process. Initially, a huge geodesic dome would be constructed around the city. This would act as a 'mould' for the millions of tons of rockcrete – a revolutionary new substance synthesised in American chemical plants. Rockcrete was similar to concrete in principle, although it was far more durable and versatile – it could be formed into almost any shape and would set solid within hours, forming an object harder than diamond and more durable than steel. The dome would be subsequently 'squared-off' to create a vast cube that could easily act as the secure foundations of the new city.

Naturally, there was a massive public outcry against the scheme. The most vocal protestors maintained that centuries of American cultural history would be lost and forgotten. Others could not believe that the planned dome would not be strong enough to support a cityblock without collapsing, never mind the planned dozen. The government was forced to compromise – a huge referendum was held to determine which New York landmarks meant the most to the New York people. The winning buildings would be dismantled brick by brick and reassembled in the Mega-City. The landmarks finally chosen for relocation were the Empire State Building and the Statue of Liberty. Engineers set to work meticulously dismantling the chosen landmarks. The second objection was quickly dealt with – colossal reinforced rockcrete pillars would be built at regular intervals to act as foundation supports for the cityblocks. This also had the added advantage of providing a degree of elasticity to the dome – the new foundations would ensure that anything built on top would be almost completely earthquake proof.

Despite the objections, work commenced on the massive dome in 2045. With the aid of colossal construction robots, the geodesic mould was completed in three months. However, manufacturing the millions of tons of rockcrete proved to be a far more difficult task. Hundreds of massive chemical processing plants were constructed with the sole task of refining the raw materials and churning out the new substance. The newly inaugurated President Booth ensured that production could accelerate by eliminating all America's pollution control laws. This caused more problems than it solved – the first batch of rockcrete was used to cover the stinking and corrosive waters of the Ohio River, which had become so clogged with chemical waste that it had been unofficially renamed 'the Big Smelly' and would regularly catch fire. Beyond the East Coast, the waters of the Atlantic were gradually darkening…

THE EVACUATION OF NEW YORK

It took three years to completely cover New York City. As the view of the sky grew more and more obscured with each passing day, a vast exodus of New Yorkers began. As an incentive to move, the residents of New York were offered housing in the Mega-City. However, the construction of new cityblocks could not commence until the rockcrete foundations were complete. The population of the already overcrowded cityblocks was swollen by an influx of refugees until every block was filled to bursting point and beyond. But the refugees still came – many took to the tangled web of roadways aboard constantly travelling mobile homes (mo-pads) and others were forced to live in virtual squalor in huge Displaced Person Camps, areas set aside in the shadows of the cityblocks for the millions on the Housing List. Even though the government promised that this was merely a stopgap solution and everyone would be housed in a cityblock as soon as they became available, many New Yorkers decided to remain in their old neighbourhoods until they could expect decent housing.

This caused massive problems. The designers had never expected anyone to remain once the burial of the city began and had made no accommodation to allow air to circulate – sooner or later the atmosphere would become toxic and un-breathable. A vast ventilation system was quickly designed and installed – dozens of colossal air conditioning vents were bored through the rockcrete dome, enormous fans were added that would allow fresh air to be pumped far below the ground into what tabloid journalists had already dubbed the Undercity. The cover was by no means total – some areas would still quickly become clogged with lethal carbon dioxide and even in the clearest areas the air would be thin and dank. However, the air conditioning was the final straw – entombing New York would now cost more than simply demolishing it.

On the other hand, the massive foundations had proved to be far more stable and secure than building cityblocks on the ground – the enormous columns coupled with the stabilising effect of the dome completely eliminated the threat of subsidence. Some of the earlier cityblocks were beginning to slowly sink or even collapse due to this phenomenon and eliminating this problem was a major concern. President Booth himself instigated what became known as the Foundation Agenda – exploiting recently discovered mineral deposits in the asteroid belt and American mining colonies on the moon, Mars and Saturn's moon of Titan, work commenced on the construction of several new foundation domes. These New York City sized areas were eventually designated as Sectors and formed a vast, interconnecting plaza – later known as City Bottom.

Meanwhile, the diehard residents of New York (at this point, some 100,000 citizens) were gradually adapting to life beneath the earth. Street lighting was blazing twenty-four hours a day and huge lighting rigs had been constructed at semi regular intervals, but life was proving to be difficult. Even with this meagre light, the air was thin and plant life was dying. The vital air conditioning system produced an enormous amount of condensation on the vast, vaulted dome that had been re-christened 'the concrete sky' by the residents – the result was an almost constant heavy drizzle. Building maintenance was given a low priority and older, less well-built structures began to crumble and collapse. Isolated from Senator Fargo's new force of 'Judges' and with the New York police department disbanded, crime ran rampant. The only form of 'justice' available rested in the hands of the vigilante group known as the 'Guardian Angels', whose methods were becoming more and more brutal and harsh with every passing day.

Before long, a deadline was set for the final evacuation of New York. The residents were given one month to leave before all power was cut off in the city. Many, terrified by the prospect of getting stuck with no light at all, left as quickly as possible. However, some chose to remain – a few had come to appreciate life below ground, others were simply paranoid survivalists furious that they were being forced from their homes. Some simply had nowhere else to go – the homeless who believed that their life would be no better on the cold streets of the Mega-City than it was on the buried streets of New York. Others could not make it out in time and were dismayed when the huge Undercity gates were sealed. On 31st December 2048, all power was cut off and New York City began its longest night.

LIFE IN THE DARKNESS

As the great gates clanged shut for the final time, those left behind had to adapt to a radically different environment. Once familiar places were rendered nightmarish and impossible to navigate in the absolute darkness and many unsuspecting residents were killed in accidents that could have been easily avoided if there had been even low-level lighting. Those with flashlights or generators found themselves under siege by their less well-prepared neighbours, desperately attempting to fend off the shadows. Barbarism quickly became the norm, with people willing to kill just for a flashlight battery. All pretence of law and order quickly evaporated in the ultra tense environment.

Caches of fuel did not last long - nearly all conventional vehicles ground to a halt within six months, with the precious light giving generators spluttering out shortly afterwards. By this time an uneasy form of primitive society had developed – the New Yorkers had gathered together into tribes for protection, constantly raiding each other for the precious dwindling resources. Left without power supplies, technology regressed to a primitive level –even firearms were not as useful as first though as targets were almost impossible to see, let alone hit - and in any case ammunition was in very short supply. Close combat weapons such as homemade spears and clubs became essential equipment if venturing far from home. It was soon discovered that even fire could not be relied upon to provide light and heat – there simply was not enough air to support more than a small blaze. Enough food had been left behind in abandoned supermarkets and shopping malls to last for several years, but many tribes would attempt to capture and hoard any food stocks that they came across. The smaller and less effective tribes were soon forced to survive on rat - or other, darker practices…

It was not all bad news. Venturing into the sewers, one tribe discovered a type of luminous moss that seemed to thrive in the shadows of the Undercity. Traded with some tribes and stolen by others, the so-called 'glowstuff' soon became widespread throughout New York, providing feeble but welcome illumination.

While most of the population grudgingly accepted the new status quo, others were prepared to do almost anything to try to escape. Some of the larger tribes began to burrow huge tunnels through the rockcrete, slowly chipping away at the walls with primitive picks in an attempt to escape back into the sunlight. After five years of painstaking work, the first tunnel was finally finished and the exhausted workers rushed through…only to discover that they had merely reached yet another subterranean environment identical to the one that they had just left.

On the surface, the Mega-City had grown to colossal proportions, engulfing several cities including Boston, Philadelphia and Baltimore in the process, all of which had been buried in their own domes and formed their own Undercities – although New York had served as a warning and far fewer citizens had chosen to stay below ground. Senator Fargo had been proclaimed Chief Judge of Mega-City One, and looked set to become the next president of the United States when President Booth's second term of office ended in 2055. However, Booth – backed by his formidable force of blindly obedient robotic Mek-Troops – proclaimed himself President for Life in 2054. The growth of Mega-City One was halted, incapable of expanding further west because of the Appalachian Mountain range and south because Booth refused to allow Washington DC to become an Undercity.

Meanwhile, Fargo was implementing harsher and more Draconian laws as crime ran out of control in the pressure cooker environment of the Mega-City. Many citizens became discontented, feeling that life had been far more fulfilling in the 'Golden Age' of the 20th Century – 'Old New York' became a shining example of when times were better and people were happy, despite all the evidence to the contrary. Some chose to return to the city, crawling through the ventilation ducts or circumnavigating the lethal waters of the Big Smelly in order to return to their old homes. Many died in the attempt, those who survived wished they had not – the dark, crumbling metropolis was far from the paradise they were seeking. Other, criminal, citizens also made for the 'safety' of the Undercity – it was almost the only place in America that was completely free of the single minded and relentless Judges. Most found that the old city and subterranean caverns were far more claustrophobic and confining than a prison cell or one of the new Iso Cubes. Both fugitives and Golden Agers alike found that it was considerably harder to escape from the Undercity than it was to enter it…

The bleak life of the Undercity dwellers continued. Extending their tunnels to scavenge into the adjacent domes, the scaver teams (as the explorative tribes had become known) eventually made contact with the residents and denizens of the other entombed cities and discovered that their subterranean world was far more extensive than they had originally thought possible - and looked set to become even larger. Nobody seemed to know exactly where the Undercity would end – many believed that before long the whole of the United States would become one vast grey stain of Mega-City. Construction of the tunnels continued, allowing access to the entire underground world. Soon, there was a massive warren of tunnels connecting every area of the Undercity.

One of the larger tribes located a huge herd of feral pigs in an area that had once been fertile farmland, which was quickly captured with the intent of serving as a stable food supply. However, technical minded citizens had a better idea – the pigs could be used to provide a constantly renewable fuel source: methane gas, a by-product of their digestive process. Before long, a rudimentary technology had returned to the roads and buildings of the Undercity. Ramshackle, methane powered jalopies soon appeared on the roads – the prestige of owning a functioning vehicle outweighing the poorly built engines unbelievable stink and unfortunate tendency to explode. A strange arms race developed between the more powerful tribes – those without access to methane (soon better known as 'piggy gas') developed slower but more reliable steam engines instead.

THE EMERGENCE OF THE TROGGIES

By 2065, tales of monsters began to spread throughout the dark world. It had long been known that enormous gators lived in the sewer system that sometimes emerged to drag off unfortunate Undercity dwellers to a terrible end. Stranger and even more horrific mutant creatures occasionally surfaced from the pollution clogged waters of the Big Smelly. The new reports were different – these 'monsters' seemed to be at least partially human.

They came from the old New York subway system. The subways had been a no-go area since New York had been buried – the tunnels had been used to conceal toxic waste and those few who tried to investigate the crumbling tunnels were never seen again. What the Undercity dwellers did not know was that the subway had been inhabited by the homeless and dispossessed since at least the 1950's - and some were still there. By the time New York had been buried, some of its residents had already been living beneath the ground for nearly three generations.

The creatures that eventually emerged seemed perfectly adapted to life in the Undercity. It seemed unlikely that humanity could adapt so rapidly to its new environment – some speculated that toxic waste had somehow produced a stable mutant strain. The squat creatures possessed huge, luminous eyes capable of seeing in total darkness with ease, their hearing was far more acute than the human

norm and their mouths had become huge fang filled maws in response to their staple died of rat. Somehow, the creatures that were soon dubbed ‘troggies’ were able to breathe carbon dioxide as well as oxygen, allowing them to survive in areas that normal humans could not.

Once out of their tunnels, the troggies quickly supplanted the local human population. They were simply better at surviving in the dark world. Troggies rapidly spread throughout the Undercity, the normal humans rapidly becoming the minority.

THE UNDERCITY THRIVES

In 2070, the world changed forever. Believing that his new Laser Defence Mesh would protect America from any attack, President Booth launched a massive unprovoked nuclear assault against Russia. Tragically, he was incorrect – only the east coast and the three Mega-Cities had total coverage and the heartland of the United States was almost completely annihilated in the counterattack. The resultant war left most of the world a smoking, radiation saturated wasteland. Many citizens, terrified by the new arms race and fearful of nuclear war, had chosen to flee to the Undercity and the invulnerability offered by the rockcrete. However, once the danger had passed these refugees found, like the Golden Agers ten years before, that they could not leave the dark world as easily as they had arrived.

President Booth was finally deposed in 2071. His departure allowed Mega-City One to expand again at last. Before long, the City extended as far as Miami, swallowing Washington along the way. Still unable to build on top of the Appalachian Mountains, the ailing Chief Judge Fargo took his most controversial decision ever – he ordered giant terraforming robots, usually used for customising the hostile environment of Mars, to level the entire mountain range. Fargo died in 2072 and did not live to see his Mega-City in all its glory – by 2080, it covered almost the entire East Coast of North America and housed a staggering eight hundred million citizens.

The citizens of Mega-City One soon forgot about life before the megatropolis was built. The buildings which had been lovingly transferred a generation before slowly began to decay, forgotten in the shadows of the massive cityblocks. By 2099, these decrepit ruins were barely remembered – the Empire State Building became a refuge for criminals and the Statue of Liberty was lost in the shadow of the newly built Statue of Justice.

Also in 2099, there was a vivid reminder of the subterranean world beneath the feet of the citizens. Huge cracks had appeared in the rockcrete foundations of Sector 44, which reached all the way down to the dark world of the Undercity. For the first time, the Undercity dwellers could emerge into the light. However, the first group to make an appearance was a cult of violent troggies, led by Slick Willy, self-styled ‘Prime Cat’ of the troggies. Resentful of what he saw as his peoples unfair incarceration in the darkness, he set about kidnapping ‘upsiders’, putting them to work planting explosives in the old subway system in order to bring the ‘whole Mega-City crashing down’. Unfortunately, one of his captives was legendary lawman Judge Dredd, who quickly brought an end to the mad scheme. Not long afterwards, the Robot War broke out. The renegade machines were defeated, but some managed to flee into the Undercity.

The cracks were soon filled in, but the Justice Department had been reminded of the Undercity. For the first time in over 50 years, the vast Undercity Gates were unsealed and semi-regular patrols of Judges began to tour the subterranean world. Retiring Judges were given the option of ‘bringing the law to the lawless – until death’ in the Undercity, but most preferred The Long Walk, life in the twilight of the nuclear winter in the Cursed Earth, to the inky darkness of the never ending night of Undercity.

Along with the surface City, over half of the Undercity was destroyed in the Apocalypse War of 2104. In the aftermath of the destruction, the Justice Department lacked the manpower to continue the patrols and once again the denizens were left to their own devices. It was nearly four years before there was any further contact between the two worlds – and it was a far more terrifying and horrific set of circumstances than previous encounters. On a warm summer night with a full moon in 2107, the Justice Department began to receive reports of the discovery of horrifically mutilated corpses in Sector 44. It appeared that the unfortunate citizens were the victims of some terrifying animal…

It did not take long to find the culprits. Huge, beastlike creatures were spotted prowling the streets of the Mega-City. The entities were humanoid, but with wolf-like characteristics – soon named ‘werewolves’ by horror-vid fan Judge Korkoran. The monsters were quickly tracked down and eliminated, but not before they had infected several Judges and citizens with a virus-like contagion that induced the horrific transformation. Judge Cassidy quickly isolated a cure and analysis of the mangled remains of the creatures soon identified one as Judge Bram, who had taken the Long Walk into the Undercity several years before. An enormous crack was discovered in City Bottom that led right into the heart of New York – this must have been where the creatures originated. Armed with the cure, Judge Dredd ventured into the Undercity with the task of completely wiping out the creatures.

After encountering several of the strange residents of the dark world, Dredd tracked the beasts to their lair in Central Park. Despite being infected with the lycanthropy virus, he successfully managed to wipe out both the wolf pack and the cause of the trouble – a mutant bacteria that had evolved following exposure to toxic waste. Dredd was transformed into a werewolf and looked set to become the last and most dangerous monster of all – but fortunately he was captured and immobilised by Judge Prager, who had taken the Long Walk four years before. Prager returned Dredd to the surface, before returning to his grim home and his endless task of trying to bring the Law to the Lawless.

Not long after this, in 2110, a lone troggie emerged from the Undercity. The creature was seeking Judge Dredd, as he had aided the Undercity dwellers against the werewolf threat. In broken Mega-Speak, the creature warned Dredd of a 'bad evil' that had appeared to dominate many of the Undercity tribes. Accompanied by Psi Judge Anderson, Dredd ventured into New York only to discover the old city unusually deserted. A renegade Oz citizen called Brad Evil had established a headquarters in the old Gloomingdales department store, which had once claimed to 'sell everything'. Although the store had been looted, there was still enough stock left in storerooms and on the shelves for Evil to put the claim to the test – he had uncovered a long forgotten guided nuclear missile in the stores armoury section, which he intended to launch at the concrete sky and bring Sector 44 tumbling down into the Undercity. With the aid of his mutant psyker brother Spike, Evil had dominated many of the local tribes – including the terrible Tribe of the Free Robot – who were now serving as his personal army. Dredd and Anderson were able to defeat Evil and his minions, but not before he had activated the missile. Fortunately, the missile was a dummy – an ancient macabre joke by the long dead owner of Gloomingdales. Evil and his brother were imprisoned in the Mega-City and life quickly returned to normal in the Undercity.

There was to be little contact between the Undercity and the surface world in the years to come. Occasionally, Judges would embark on missions to track down a particularly vicious criminal who had escaped into the dark and supernatural threats that seemed to be becoming increasingly at home in the Undercity. Citi-Def squads took to embarking on training missions below ground – some never returned home, lost in the lightless void. A terrifying supernatural entity – known only as the Creep – took up residence in Philadelphia and set about tormenting the residents and visitors.

Many citizens of Mega-City One – and some Judges – fled to the Undercity during the Necropolis crisis, again swelling the population with refugees. There was another, far stranger form of refugee on this occasion – somehow, inhuman cannibalistic creatures had been created during the disaster, apparently the victims of a prion disease that warped their minds and bodies. These 'ghouls' took up permanent residence in the Undercity, preying on their neighbours in their unspeakable hunger for flesh.

Late in the summer of 2124, a battered figure appeared at Undercity Gate 17, demanding entrance to the City. Astonishingly, the figure turned out to be Judge Prager, still alive after more than 20 years alone in the terrifying underworld. He was badly wounded, but all he wanted was medical aid and some ammunition. Even after Judge Dredd was authorised to allow the grizzled ex-Judge to return to the Mega-City if he so wished, Prager refused. He maintained that his home was the Undercity now and demanded to be allowed to return below ground before night fell.

The reason for his urgent attempts to return before night became all too obvious later. As darkness fell and the full moon began to rise, a startling transformation took place – Prager transformed into a huge, grey werewolf. However, this creature seemed to possess far more self-control than the rampaging monsters of two decades earlier. Prager was still only concerned with returning to the Undercity and successfully broke through the Undercity Gates. Pursued by Dredd, Prager made for the White House, once the home of the American President and the scene of the final surrender of President Booth in 2171. The historic building was now occupied by far less prestigious residents – a mysterious scarred mutant known only as Mister Bones had gathered an army of troggies and armed them with modern weapons.

Dredd and Prager successfully routed the intended uprising, but failed to capture any of the leaders. Once the sun rose on the surface, Prager slowly returned to his normal self. It seemed that Dredd had not killed all the werewolves and Prager had spent several years tracking down the few survivors – he had become infected with a variation of the lycanthropy virus in the process. Refusing Dredd's offer for a cure, Prager asked only for a fresh pair of boots and some ammunition before returning to his patrol.

Mister Bones returned to threaten the Mega-City a few months later. He had been exiled from the Mega-City when he was a baby because Med-Techs had determined that his mutant genes had given him a propensity for evil. After surviving several years in the radioactive hell of the Cursed Earth, Bones had stowed away on a deep space freighter and become a notorious pirate and freebooter. But he had never forgotten his exile, and eventually found the means for his revenge. He had discovered a terrifying alien creature – a destructive, totally inhuman monster that he believed would be able to destroy the Mega-City. Establishing a headquarters in the Grand Central Station in the heart of New York, he captured hundreds of troggies and human tribesmen and impregnated them with alien embryos. Unfortunately for Bones, his chosen human allies proved to be unreliable and he was forced to launch his attack too early. His unleashed aliens nevertheless managed break into the Grand Hall of Justice and killed dozens of Judges before he and his monsters were wiped out when Judge Dredd destroyed a Power Tower conduit, flooding the old subway tunnels with molten lava.

With the Undercity becoming stranger every year, who knows what the future holds for this terrifying landscape…?

ATLANTIS

On the Trans-Atlantic tunnel, mid-way between Mega-City One and Brit-Cit lies six service plexes, the largest of which is Atlantis. A staging point for both commercial and passenger transports from the European mainland to the American mega-cities. Atlantis is home to nine million citizens, workers and support staff, and a hive for black market smugglers and racketeers who profit from the hapless law-abiding population. A small cadre of Judges from Mega-City One and Brit-Cit keep the peace. Like the mythical city from which it took its name, Atlantis is a place of mystery and intrigue where anything can happen and the unexpected is just around the corner.

GEOGRAPHY

Atlantis is a way station, lay-by and staging point for goods bound from the European city-states to Mega-City One and beyond. It is located 715 nautical miles from Brit-Cit and 2300 nautical miles from Mega-City One. The Trans-Atlantic tunnel that spans the Black Atlantic and connects both mega-cities passes directly through Atlantis. The service plex is a three-tier construction. The largest tier stands just above sea level before sinking to the ocean bed a mile below the surface of the Black Atlantic. The lower tier is called Poseidon, the location of the Justice Department's underwater sub-pens, wet launch and research facility. The upper mezzanine area of Atlantis is home to nine million citizens. It is divided into four compass points known as the Quarters. They surround a central hub called the Core. A ten-feet thick, transparent plasteen Viro-dome protects both the Core and the quarters from the worst ravages of undersea weather. Access tunnels run from the Quarters and the Core to the other service plexes below. Atlantis is secured to the Central Station by twenty-feet thick plasteen guidelines and anchored by thirty-five in-shore bore threads descending to the ocean floor. The Trans-Atlantic Tunnel rises from the seabed where it connects to Atlantis. Hotels, shops, docks, sub-pens and theatres surround the tunnel, in addition to a small Justice Department holding post. A tunnel runs directly from the upper mezzanine to Poseidon.

A perimeter wall runs Atlantis's entire circumference. Aqua cannons the station's first line of defence, are mounted every one hundred. If the station is threatened by devastation, Hammerhead Missile silos are ready to take action, manned by G-chimps, genetically modified chimpanzees. If Atlantis should suffer extensive damage and is in danger of disintegrating, the upper mezzanine can be freed from its moorings, emptying its ballast tanks to float up to the surface where the inhabitants can be evacuated.

ATLANTIS CORE

Population: 3 million

Famous Landmarks: The Bell, Grange Hotel, Iso-Containment Facility 303, Hampson and Hampson Plaza, The Heights, Money Mile, Justice Department Service Station, The Tower, Trans-Atlantic Tunnel Control.

Brief: The Core, permitting access to the deep-sea research centre, Justice Department sub-pens and the Tower, the largest communications array found outside of Mega-City One. Access to the main station for the Trans-Atlantic Tunnel is also to be found here.

ATLANTIS NORTH

Population: 1.5 million

Famous Landmarks: Church of the Holy Lewis, Hotel Calypso, Jacques Cousteau Underwater Training Facility, Roulades Hotties.

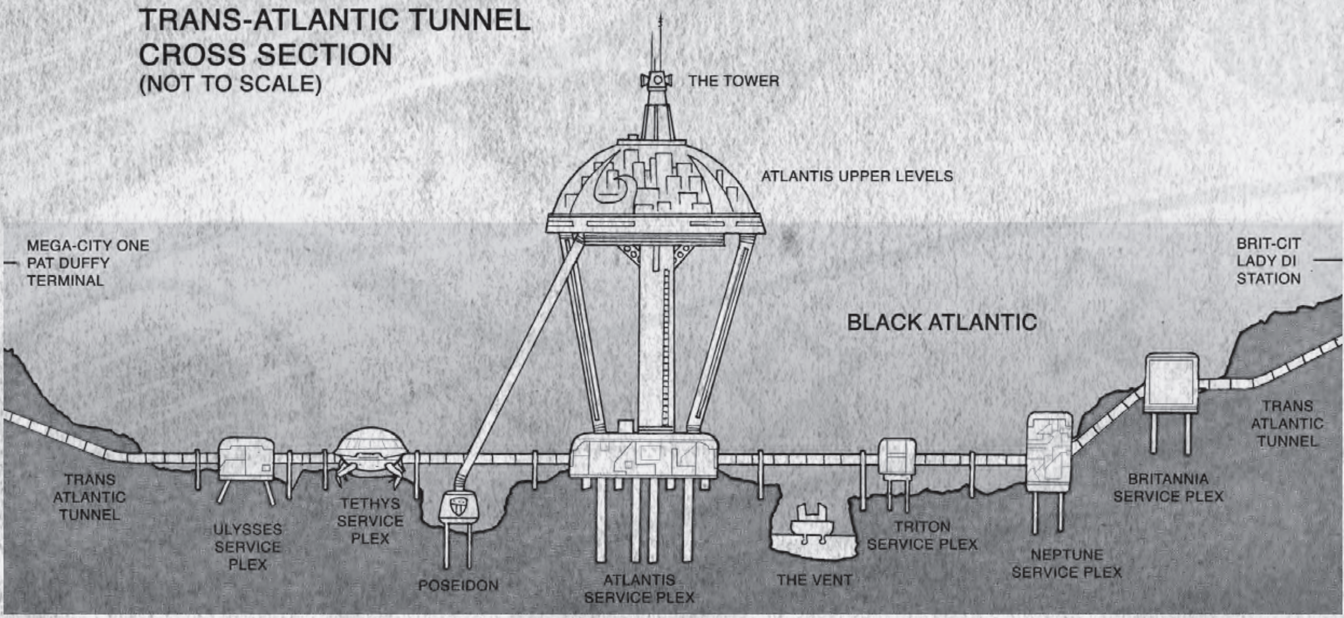
Brief: Known as The French Quarter, but home to citizens from other European city-states. A great deal of animosity exists between the French Quarter and Atlantis South, the latter a Brit-Cit preserve.

ATLANTIS SOUTH

Population: 2 million

Famous Landmarks: Little Ben, The Green, White Chapel, Mrs Miggins Pie Emporium, Wilson's Kelp, The Museum of Unnatural Oddities, Browning's University, New Gretna,

Brief: The Brit-Cit quarter of the station and home to some of Brit-Cit's largest export companies.



ATLANTIS EAST

Population: 2.5 million

Famous Landmarks: Justice Department Shipyards, Haynes Industries Research Labs, Lovers Leap, The Promenade, Rod Taylor Centre.

Brief: Justice Department vessels are built and maintained in the shipyards. The Rod Taylor Centre deals with quarantine and disease control issues affecting Atlantis.

ATLANTIS WEST

Population: .5 million

Famous Landmarks: Pier 67, The Port, Sea Pen 4, Seaview Aquaball Park.

Brief: Sea Pen 4 is a Justice Department seadock. Pier 67 is a haunt of criminals. The Port harbours civilian and industrial vessels.

ATLANTIS STATION

Population: n/a

Famous Landmarks: Justice Department Holding Post, The Trans-Atlantic Tunnel.

Brief: The undersea section of Atlantis, connected to the Trans-Atlantic Tunnel. Contains krillcatcher docks and two hotels.

POSEIDON SOUTHWEST

Population: n/a

Famous Landmarks: Docking Bays, Hammerhead Missile Tubes, Justice Department Research Facility, Wet-launch Tubes.

Brief: Poseidon is the Judge's only section of the station and is highly defended.

GOVERNMENT

Atlantis is a free-trade port of call for citizens the world over, jointly governed by Mega-City One and Brit-Cit, with commercial investment from the Euro-City government. The Trade Consortium, a business confederation comprised of Hampson and Hampson of Brit-Cit and Haynes Industries of Mega-City One have controlling interest in the station's day-to-day affairs.

POLITICAL PROCESS

Due to the nature of the station and the way it is governed by large corporations, there is very little in the way of political process and agenda aboard Atlantis. All of the major decisions are made in the boardrooms of Hampson and Hampson and Haynes Industries, working together as the Trade Consortium. Ultimately the day-to-day running of the station, its maintenance and safety, all fall down to the collection of directors known the Board. They work in tandem with the Justice Departments of both Brit-Cit and Mega-City One to maintain the smooth running of Atlantis.

THE JUDGES

Although there are over eight million citizens and workers on Atlantis and thousands pouring through its terminals every single day, the station only has a very small group of on-site Judges. Following a break out attempt in early 2124 resulting in the deaths of all eight present duty Judges and an increase in drug smuggling between Mega-City One and Brit-Cit, the justice complement was up scaled to fifty.

These fifty permanent duty Judges are known as Sea Watch. All justice personnel undertake a tour between six months and two years. Members of Sea Watch are trained in areas their street counterparts are not, including the detection of suspicious packages and anti-terrorist countermeasures, dealing with trade disputes and policing international waters. Many members of Sea Watch are Judges with a natural flare for diplomacy and negotiation. When their term is up, Judges wishing to return to the mainland go on to become high-ranking Sector House staff, or work in public relations departments.

The Judges of Poseidon support Sea Watch by patrolling the undersea shipping routes close to Atlantis and pursuing criminals that have escaped in small marine vehicle, bound for the surface. Members of Black Sky and Ocean Patrol (equivilent to modern day coastguard) have a base in one of the five Justice Department pens. If more resources are necessary, Mega-City One can despatch A-Wagons or iCON Wagons within forty minutes. Judges despatched via the Trans-Atlantic Tunnel can make the journey from Mega-City One to Atlantis in nine hours, while Brit-Cit Judges can arrive in four.

THE JUSTICE DEPARTMENT SERVICE STATION

The Justice Department Service Station is Sea Watch's permanent base of operations. From here communications with both Mega-City One and Brit-Cit are maintained, warrants received and executed, and other legal issues dealt with. The Service Station is located in the Core, just a few hundred yards from the Central Station entrance. Though not as grand as a Sector House, the Service Station contains its own emergency services and backup facilities and is manned by fifty duty Judges and a further two hundred civilian auxiliaries. Refer to the Law of the Sea chapter for more information regarding the Service Station.

CURRENCY

The main form of Atlantis currency is the Mega-City One credit, though credit x-change facilities are available for transferring one currency to another, for example to the credit to the pound, or to the euro-credit. Currently the pound is riding higher on the exchange worth 1.75 to 1.00 credit.

LANDMARKS AND LOCATIONS

ATLANTIA

Swimming is one of the most popular pastimes on Atlantis and over 95% of the population can swim and regularly take a dip in one of the stations hundreds of pools and public baths. The largest and most popular of all is Atlantia, located in the southern quarter of the station and capable of holding over a thousand swimmers at a time. A relaxing way to spend the day, but the taps and dunks often work the uni-sex changing areas.

ATLANTIS MARITIME MUSEUM

A popular attraction with many tourists is the Atlantis Maritime Museum, an impressive building located in the west quarter. Tourists can learn about Atlantis's history and view some of the famous vessels built in its shipyards. The Maritime Museum is home to the Denizens of the Deep exhibition, where for a small entrance fee of five credits, visitors can view stuffed exhibits of some of the mutated creatures that can be found in the depths of the Black Atlantic from the humble toe nobbler to the colossal Behemoth.

THE BELL

The Atlantis oceanarium – better known as the Bell – is the best place to witness the strange and wonderful ocean dwelling life forms in their own environment. For ten credits, visitors get a one-hour tour around the underside of Atlantis in a protected observation bubble. Tours take place every hour between 7am and 9pm and every other hour afterwards. Citizens can thrill to the sight of the majestic schools of hunting ichthyosaurs, the majestic coral rays, or watch krillcatchers set out on an expedition. On rare occasions, a behemoth will come close to the station before the defences kick in and ward it off, a battle that attracts the largest number of voyeurs.

DE CAPRIOS

Home to some of the biggest parties to hit Atlantis and the place where more movies are premiered than anywhere else in the world. De Caprios is the place to rub shoulders with the rich and famous, dine with the powerful or just bathe in the glory of those more famous than you. Many citizens will stand outside of De Caprios for hours, hoping to get a glimpse of their heroes.

HAYNES INDUSTRIES RESEARCH LABS

Haynes Industries, located in the East Quarter, is one of the largest businesses based on Atlantis. Two thousand scientists work at converting seawater into a fuel source, medical research, oceanic mining, ore processing and deep-sea exploration. Haynes Industries' foundations travel two hundred metres beneath Atlantis where its true nature is revealed: Haynes is a cover for the Hussain Mob, a weapons manufacturer and arms dealer smuggling its wares aboard research vessels. The illicit cargo is jettisoned along the seabed at pre-designated coordinates, later collected by the Mob's customers.

JUSTICE DEPARTMENT HOLDING POST

The Holding Post is a modest facility whose purpose is only apparent from the golden eagle sitting atop the main entrance. In early 2124, a botched attempt to free convicted organ-legger Felonious 'The Surgeon' Sturgis and his chief enforcer Max Clatter resulted in the deaths of all the resident duty Judges. The holding post's complement has been increased to eight Judges and a sniffer dog nicknamed Rusty, in addition to twenty immigration Judges stationed in Customs.

TRANS-ATLANTIC TUNNEL CONTROL

Beneath the Tower, Trans-Atlantic Tunnel Control is responsible for the smooth flow of traffic between Mega-City One and Brit-Cit. Operational twenty-four hours a day, Tunnel Control can quickly deal with any emergency, despatching crisis teams to traffic accidents and zoom derailments. If the Trans-Atlantis Tunnel should be breached, Tunnel Control can seal off the offending section before floodwaters can cause further damage along the tunnel's length.

PIER 67

Located in the western quarter, Pier 67 gained notoriety in early 2120 following the crash of the hyper-liner *Quasar*. The sea vessel crashed into Pier 67, causing the largest disaster Atlantis has ever faced. Over 11,000 passengers lost their lives in addition to 3,000 Atlantis natives.

THE TOWER

The Tower is Atlantis's tallest structure, piercing the protective Dome. It is lined with mega-band transceivers and satellite communication arrays. Four 20,000-terawatt-argon lamps project a constant beam along the cardinal compass points to warn shipping of Atlantis's presence. The Tower is completely automated, though human staff will be summoned should a malfunction develop.

LOVERS LEAP

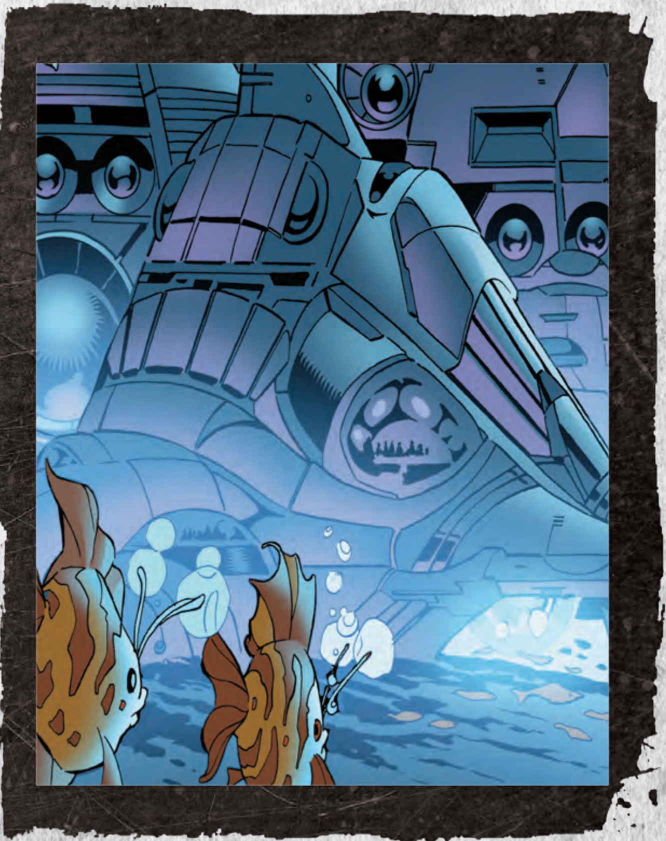
Leaping season happens in Atlantis every March when lovers from many of the world's mega-cities gather together to leap to their deaths in what is one of the most bizarre sights the station sees. Euthanasia and suicide are both legal practices in many of the mega-cities and as long as a citizen has signed in triplicate the right paperwork they are free to end their life in any way they see fit as long as it will not harm other citizens or cause damage to civil and Justice Department property. Each year thousands of depressed citizens make their way across the ocean to Atlantis and take part in mass-suicides, by throwing themselves from one of the largest buildings on Atlantis into the dark and dangerous waters of the Black Atlantic almost a quarter of a mile below. If the fall from such a great height does not kill the citizen they need not worry as the pollution in the Black Atlantic more than likely will, or failing that they will meet a very grisly demise at the mercy of one of the many Megladons which gather each year in schools to fed on the leapers. Many citizens take their deaths very seriously and dress for the occasion, some sporting sponsorship deals from the corporate world, leaving a tidy sum for their loved ones, others wear fancy dress, often mimicking a well known Tri-D star of the time such as Benny from The Blockers or well known sports stars. Every Sunday during March is given over to lovers who wish to take the plunge. It is not unknown for would be brides and grooms who have just been married, in an area of the Leap known as the Chapel, to jump hand in hand into the blackness, often followed by many of their wedding guests, all being cheered on by the hundreds of spectators who turn up to watch. Seeing a bride and groom cheerfully wave to the crowd, still dressed in their wedding regalia, and then throwing themselves into the abyss is very popular and often gets the spectators eager for more.

CRIME

Like the mega-cities that spawned its construction, Atlantis is blighted by crime. Its location makes Atlantis a prime centre for smuggling all manner of goods from non-GM tropical fruits to weapons, drugs and alien technologies. The port and dock warehouses offer many hiding holes for contraband, while the more daring smugglers attach their wares to the underside of buoys, awaiting a hasty pickup from their customers. All confiscated substances and materials are held in the Vault, a high security wing of the Justice Department's Poseidon complex, to be analysed or destroyed in large incinerators. One of the most common narcotics on Atlantis is Purple Haze, manufactured secretly in the labs of Haynes Industries. Purple Haze had travelled as far east as Mega-City One where it has claimed the lives of over a million citizens. Chump-dumping operations flourish in the Atlantis ports, the bodies of gullible citizens hoping for a new life elsewhere lured into airlocks where they are ejected out into the Black Atlantis and devoured by the sea monsters waiting outside.

Atlantis is a major port and as such attracts thousands of sailors from all over the world. One of the biggest problems facing the Judges of Sea Watch is that of prostitution and the sugar girls who work the many clubs and bars of the station often bring with them other problems. Sugar dealing and running is rampant in many of the clubs and the candee daddies who solicit the sugar girls also supply them with their sugar and push the sweet forbidden substance onto clubbers and vacationers. Other crimes such as petty theft go hand-in-hand with prostitution and the Judges will often be lenient on the sugar girls, aiming instead to capture bigger fish such as the candee daddies who are often little more than tools for organised crime syndicates.

Away from Atlantis, piracy and attacks on shipping lanes are a regular drain on the Justice Department's Black Sky and Ocean Patrol forces. Sea pirates operate from hidden sea fortresses or submersibles where they can make swift and deadly attacks upon the slow moving hydro- and solar-tankers before disappearing into the black depths to share the booty. Among the most notorious of all sea pirates are the pirates of the Caribbean, totally immoral, perpetually greedy and opportunistic.



BRIT-CIT

Across the polluted Black Atlantic Ocean sits a small island, once the most powerful nation on the face of the Earth. In 2124 its empire has faded, but in its wake rises a vision of a future world leader, home to some of the most dynamic and resourceful industries in the western hemisphere. The island is England, home to Brit-Cit. This small but distinctive nation is a popular tourist attraction, conjuring images of smog-clouded streets packed tightly together, patrolled by cheerful but resolute Judges and populated by hardworking citizens and cloaked murderers in the deepest, darkest alleyways, all bowing before the regal splendour of the royal family. The truth is somewhere in between and far more complicated.

Brit-Cit is located at the western edge of Europe, separated from France by the Brit-Cit Channel. Brit-Cit is the capital of the British Isles and their administrative centre. Brit-Cit is a mega-city with a population of 160 million people, covering the southern edge of England and reaching north as far as the Swindon Hellhole, a radioactive geological furnace. Brit-Cit was once a larger conurbation with sectors in Northampton and plans to extend even further north to Birmingham; in 2070 these plans fell apart. The Great Atom War between the United States of America and the Russian Federation provoked a pre-emptive strike from Brit-Cit. As America's ally, Brit-Cit was compelled to act in its defence as well as safeguard its own shores. Brit-Cit's nuclear strike against Russian missile silos in the Siberian Lowlands was met with a counteroffensive from Russia's allied state Volga. The rain of missiles, taking Brit-Cit's northern face with it, levelled one third of England but largely failed to eradicate the nation's capital, exploding harmlessly against Brit-Cit's laser defence shield, though at least one missile did impact against the nearby coastline. Russia followed up with submarine-based missile spreads, but they again were useless against Brit-Cit and so were deployed against Brit-Cit's nuclear silos further north. Four months into the Atom War, Brit-Cit was in no shape to continue the fight and promptly removed itself from global politics for the duration. Decades later, following a second civil war and massive social upheaval, Brit-Cit is once more a force to be reckoned with, the centre of Europe's fastest growing mega-corporations and an enduring tourist attraction.

The Brit-Cit of 2124 is divided into five regions; Central, South, North, East and West, following the template for mega-city construction laid out by the architects of Mega-City One. Brit-Cit Central is the city's most affluent area, home to business leaders, major politicians and the operations centre of the Brit-Cit Justice Department. Brit-Cit South shares near-equal prominence with Central, housing the Forbidden Citadel, the fortified home of the royal family, led by Queen Betty. Brit-Cit East contains most of the major industrial production centres with good communication links to the Frank Hampson Astrodome, Brit-Cit's largest spaceport. Brit-Cit West is favoured by the wealthiest citizens and the most popular, including celebrities and sports and music stars. Brit-Cit North is the blot on the city's landscape, low on social funding, with huge community and crime problems. Brit-Cit has 69 sectors, connected by a scaled-down version of the Mega-City One transit system. A laser defence grid, powered by generator stations across the city, protects Brit-Cit from nuclear strikes, though since the grid's privatisation several stations have suffered malfunctions during routine firing tests, prompting questions in the House of Commons. Brit-Cit lacks a city wall because it has few local ground-based enemies. The Royal Air and Space Force and Royal Navy provide an instant defence against non-nuclear scenarios.

Brit-Cit is governed by Parliament, represented by politicians (MPs) from the Houses of Commons and Lords who debate issues pertaining to England's well-being and create new laws. Brit-Cit lacks both a Prime Minister and the traditional Number 10 Downing Street residence of the old national government. In response to terrorist threats, the nerve centre of the government has relocated to deep beneath the Houses of Parliament, reconvened in the facility known as the Star Chamber. The general public know the Star Chamber as something of a gentlemen's club, a place where politicians, businessmen and royalty can chat informally, but in truth the Star Chamber is a dictatorship founded by the Lords Executive of the mega-corporations, who have snatched power from the Prime Ministers and their cabinets and are abusing the laws to benefit their profit margins. The MPs remain unaware of the extent to which their own powers are subservient to the mega-corps and continue to strut arrogantly before the citizens, convinced they still control their own destinies and those of their millions of constituents. Each MP has a city sector to govern in Parliament's name. The MP and his sector council are responsible for keeping housing developments and public services within the annual budget, and secondly for liaising with the Justice Department regarding the improvement of crime figures during that MP's twelve-month term in office. Lords of the realm own most of Brit-Cit's territory, figures of noble breeding and national merit who are granted land as a reward for their services to the government. The lords are landowners who receive regular payments from citizens who live within their estates as tenants. Businesses are also required to pay the lord ground rent for operating on his land. A single sector may have as many as twenty lords or only one extremely powerful lord, who may be a Lord Executive of one of the mega-corps. The lords have the power to evict tenants as they wish without fear of recrimination but are subject to the authority of their local MP and sector Justice Department in matters of financial corruption and breaches of the peace and the law.

Brit-Cit maintains a complex social hierarchy that perpetuates a huge divide between the welfare and rights of the city's wealthiest and/or most noble citizens and the millions of citizens who are forced to bow down to them. The upper classes are those born into wealth and power, the Lords Executive and the royal family. The middle classes are highly skilled, high-responsibility public-service workers with authority over a number of employees. The lower classes are the low-skilled, low-wage workers known as drones. An underclass exists, mainly the homeless and jobless, who are targeted for on-sight extermination should they deface Brit-Cit's streets with their presence.

Law and order in Brit-Cit are provided by the Justice Department. Coordinated by the Chief Judiciary, based in the New Old Bailey, Brit-Cit Judges work from sector stations under the command of sector sergeants. The Judges of Brit-Cit are armed only with melee weapons or stun guns, an effective response in a society where firearms are the exception rather than the norm. Another case is made for the crime lords and their armies of drug dealers, who have no qualms about using the deadliest weapons to ensure their nefarious trades survive. Brit-Cit's economy puts a heavy hand on the drugs market, lucrative as it is. A good number of MPs and Lords Executive enjoy the use of drugs and so have an interest in such contraband entering Brit-Cit without too much interference from the Judges. To ensure the Justice Department's largely involuntary complicity, spies and saboteurs are installed in the department's upper ranks, prepared to redirect CID investigations when they get too close to shutting down a drug ring. Drugs like caffeine, alcohol and sugar are legal in Brit-Cit, although their use is closely regulated. With ready stockpiles of these drugs, it is not surprising that Brit-Cit is the fourth-highest illegal exporter of contraband into Mega-City One, behind Texas City, Mex-City and Ciudad Barranquilla.

Brit-Cit housing is smaller than the mammoth developments of Mega-City One but no less diverse. Floating havens called aircons hover above cityblocks, home to the rich and reclusive. Luxurious dock parks overlook the city's seaports, their inhabitants attended to by a small army of domodroids. Underhabs are subterranean dwellings designed to take the population into less crowded localities, but they are priced well above the average citizen's means. Another option for the upper classes is the manor dome, a palace protected from the noise and pollution by a glasseen dome. Lower-class citizens must make do with small flats in cityblocks named after Brit-Cit celebrities past and present. Almshouses in the city's back streets care for the unwanted masses of homeless, ever vigilant for teams of government-sponsored cleaners with firearms searching for displaced persons to execute.

Brit-Cit is one of the untidiest mega-cities in the western world, on a par with Ciudad Barranquilla for sheer quantity of accumulated street filth. The lower classes generally have little respect for their environment, considering themselves to be hard done by the path that destiny has forged for them. The streets of Brit-Cit are littered with food packets, biodegradable waste (which will eventually diminish into nothing but still looks unsightly), lost and abandoned clothing, burnt-out vehicles (leftovers from jackgang or hoog rampages) and even corpses left to rot in the early morning sun, victims of domestic violence and gangland slayings. Displaced persons haunt the midnight streets scavenging what they can from the street waste, as do rat packs and Allotment mutations, soon to vanish into the lower levels until the next night.

Underinvestment and lacklustre safety checks blight the once-glorious Brit-Cit transportation network. The meg- and skedways are patched up with discoloured, lumpy stretches of plasteen; the newer pedways tend to rock backwards and forwards in the wind, much to the discomfort of these who have to travel over them. The overtube trains are two decades old and scarred by jackgang graffiti. Somehow, despite these problems, Brit-Cit traffic manages to keeps on moving, the commuters affecting a stiff upper lip, patient and tolerant of the endless traffic snarl-ups caused by collapsed road surfacing and overtube delays prompted by crashed rotor bladers that take ten hours to clean up.

THE ALLOTMENT

The wastelands north of Brit-Cit, reaching up to the Scottish border, were left well alone by the Brit-Cit government after the Atom War. The cost of cleaning up the irradiated landscape and relocating the millions of survivors was immeasurable. The Star Chamber ordered a complete withdrawal of investment from the wastelands and a concerted effort to shoring up Brit-Cit's borders from future attack. The people of the wastelands, diseased and mutated by the war, had no choice but to seek comfort among the ruined town and cities, some building new settlements along the old motorway networks. Nearly

fifty years later, the Brit-Cit government, faced with a population spiralling out of control, instigated a huge reclamation program aimed at decontaminating the wastelands, bulldozing the ruins and building satellite conurbs, jointly controlled by Brit-Cit and the Federation of Redevelopers (FOR). The wastelands - now known as the Allotment - are subject to an army of terra-mek reclaim droids crunching their way north through the post-atomic landscape. The mutant population watches helplessly - will they have a place in the new conurbs, and what will happen to them if they do not?

EMERALD ISLE

Ireland was damaged by fallout moving across the Irish Sea from England. Ireland and its people were saved by an alliance with the Brit-Cit mega-corp FunRaiser Enterprises, a giant in global theme-park entertainment. FunRaiser reclaimed most of Ireland's damaged land in return for purchasing it at a great discount and building a theme park called Emerald Isle atop the ruins. Playing on the world at large's perceptions of Irish stereotypes, Emerald Isle presents a microcosm of Irish history, adjusted to make the experience fun for all the family. Such is the size of Emerald Isle that most of Ireland's 20 million strong population are actively employed in service at and performing in the theme park. As healthy as Emerald Isle's economy may be, however, not all the locals are happy with the state of affairs. Numerous terrorist cells have sprung up, sabotaging theme park rides and firebombing the tourists. Claiming to speak for the true spirit of the Irish people, the terrorists are determined to oust FunRaiser Enterprises from their home and then erase Emerald Isle from memory, replacing it with a sovereign state governed by a terrorist coalition.

THE JUSTICE DEPARTMENT

The Judges of Brit-Cit are considered by outsiders to share much in common with their counterparts in Mega-City One, perhaps because of their similarity in uniforms and close diplomatic ties as physically demonstrated by the Trans-Atlantic Tunnel. In fact, the two Justice Departments have many differences in operational procedures and administration. Brit-Cit Judges are more lenient in their approach to crime and can spend as much time buried in paperwork as they do patrolling the streets of their sectors. Brit-Cit Judges are considered too soft on drug and violent offences. The truth behind the Justice Department's disappointing presentation would horrify those who criticise the Judges as lazy good-for-nothings as much as it fills the Judges themselves with resentment and anger. A select number of the mega-corporations ruling the Star Chamber ensure the Judges do not have the necessary powers to stop the highly lucrative drugs trade from flourishing in Brit-Cit. The consequence is that the Judges appear soft on drugs. Drug addicts and agents of the city's wealthiest criminal organisations commit the most violent crimes. To break the backs of either group might cripple the drugs trade and the wider operations run by the Brit-Cit underworld. For reasons of 'national security,' the Star Chamber will not let this happen, but at the same time the Justice Department must not appear overly incompetent.

The Brit-Cit Justice Department maintain law and order in and around Brit-Cit. They are led by the Chief Judiciary and answerable to Parliament. Only the Star Chamber can make permanent changes to the Justice Department's administration and operational policies, but they cannot disband the Justice Department without a majority vote from both the Houses of Lords and Commons.

BEAT DIVISION

The Judges of Beat Division are renowned throughout the world for their tolerance and patience, but the truth is that while beleaguered by a government with criminal leanings and overwhelming self-interest, the Judges of Brit-Cit are committed to defeating crime.

Once a beat Judge has spent two years studying at Hendon Judge Training Academy, he spends a final year on probation at a sector station under the watchful eye of a sole senior Judge. If the senior Judge pronounces the probationer fit for continued service, he will be transferred to his first sector station. Beat Judges are paid a monthly wage of £15,000 and given help with housing costs. Judges who have a healthy store of money can skip ranks by paying their way into their preferred positions. All Judges are forced by law to retire at 70, paid off with a modest pension.

CHIEF JUDICIARY

The Chief Judiciary is the Justice Department's ruling body, led by the Chief Judge, who chairs a court of advisors and divisional heads. The Chief Judge is a politician, the Justice Department his constituency. He divides his time between debating in the House of Lords and Star Chamber, dealing with departmental issues at the New Old Bailey and touring the city as the national constitution bids him, reassuring the citizens that crime figures are falling and comforting them with 'Be Brave! Be Bold! Do Right!' advertising campaigns. The Director of Prosecutions, an expert on law and order, assists the Chief Judge. In the Chief Judge's absence, the Deputy Chief Judge assumes control in partnership with the divisional heads for CID, City Defence, Special Branch and Beat Division.

CITY DEFENCE

City Defence, comprising the Royal Air and Space Force and the Royal Navy and controlled by the Minister of Defence, protect Brit-Cit from air, sea and space attacks. All City Defence personnel are Judges trained in specialist roles. The Royal Air and Space Force operate from Strike Command, the tallest building in Sector 54. Strike Command is divided into three departments: No. 1, No. 2 and No. 3 Groups. No. 1 Group are the first line of defence, despatching Forthwith cruisers and offensive support aircraft. No. 2 Group operate air force support elements such as air refuelling platforms and ground defence stations. No. 3 Group safeguard Brit-Cit in the theatre of space, equipped with in-system attack ships and interdictors. These ships are housed in *High Command*, a satellite locked in geostationary orbit over Brit-Cit airspace. The Royal Navy patrol the Black Atlantic with a fleet of frigates, destroyers, A-Wagons and sub-hunters. Sea Command is based at HMNB Sector 45. The First Sea Lord governs the Royal Navy.

CRIMINAL INVESTIGATION DEPARTMENT (CID)

CID are the investigative arm of the Justice Department, taking charge of investigations into major crimes such as armed robbery, rape, computer crime, gambling, criminal organisations and secret societies, kidnapping, extortion and vice.

SPECIAL BRANCH

Special Branch are responsible for countering a wide range of extremist and terrorist activity. They gather and analyse intelligence findings and disseminate them to area commands. They share intelligence with allied mega-cities concerning activists who threaten multinational security. Special Branch monitor the global proliferation of nuclear, biological and chemical weapons and initiate measures to stop further development should they threaten Brit-Cit interests. Special Branch maintain an anti-corruption unit called the Ferret to watch for treacherous elements within the Justice Department. Like the SJS of Mega-City One, the Ferret has the authority to arrest corrupt justice personnel. Armed Judges who open fire on Ferret agents can expect to receive a blasting in return.

The Para Squad is an unusual component of Special Branch, the existence of which is not widely known among beat Judges. Para Squad is the name for the collection of psychics trained to work for the betterment of society. The Paras, as they are known, are given the option of serving Special Branch or undergoing a lobotomy to remove the areas of their brains responsible for their psi talents. The Paras who join the Branch are kept tightly under control and allowed out of their detainment centre only with an armed guard.

CAL HAB

In 2101, the Caledonian Habitation Zone (Cal Hab) was accepted as a member of the world community of Judges. Before the advent of justice there was only a steady regression into tribalism. Brit-Cit's response was to sanction the project codenamed *Song in the Sky*, bombarding the Cal Hab populace with a range of subliminal messages, gradually nudging their collective psyche into submission and conformity. In 2116 *Song in the Sky* was destroyed and Brit-Cit's hold over the Cal Habbers was gone in an instant. North of the Forth-Clyde line, the bull cults re-emerged with their wolf masks and woad tattoos, sweeping out of the Iona wastes, brutally slaughtering and beheading Judges. Even the Justice Department was affected by the regression, and Highlands Judge detachments formed the Order of the Templars, broadcasting their religious doctrine across the land. In response, Brit-Cit despatched SAS strike teams. Martial law was re-established and the Cal Hab Justice Department disbanded.

Brit-Cit rules in all but name, creating a government based on the ideal of the Estates, great swaths of land each under the control of a single laird. Cal Hab has regressed socio-politically some six hundred years and a repressive system of master and servant exists once more. Only Glascal and the Big E have remained relatively unscathed from the regression. Brit-Cit has installed transmitters called Choruses into the two cities, bringing their people into line in a scaled-down version of the *Song in the Sky* satellite. The Cal Hab Justice Department has slowly been rebuilt from scratch.

THE BIG E

The second largest city in Cal Hab, sited on the edge of the Lothian rad-wastes and the seat of the satellite Brit-Cit government as well as the capital of the Borders Estate. The Big E is a city of academics and tourists, protected by an all-encompassing dome and anti-rad shields. Big E Judges are confined to the poorer housing areas, the luxy-blocks having private security. Famous locations within the Big E include:

- The Castle, a forbidding fortress and home of Laird McDuff, caretaker for Brit-Cit Duke Algernon, the true ruler of Cal Hab.
- Royal Cal Hab Regiment, its defences numerous and lethal.
- Arthur's seat, the highest natural point in the Big E and a dormant volcano considered as a possible site for a power tower station.
- Calton Hill sectors, luxy-flats for the rich.
- Royal Bank of Cal Hab.
- University of Big E, covering a large area of the city, famous for the Burke & Hare Medical Centre and the Napier School of Applied Cybernetics.
- Cal Hab National Gallery of Modern Art. One of the finest pieces currently on display is Shooey McFee's magnificent life-size statue of Queen Betty, lovingly rendered in frozen haggis.
- Big E Hoverport.
- High Courts of the Judiciary and Office of the Sheriff.

GLASCAL

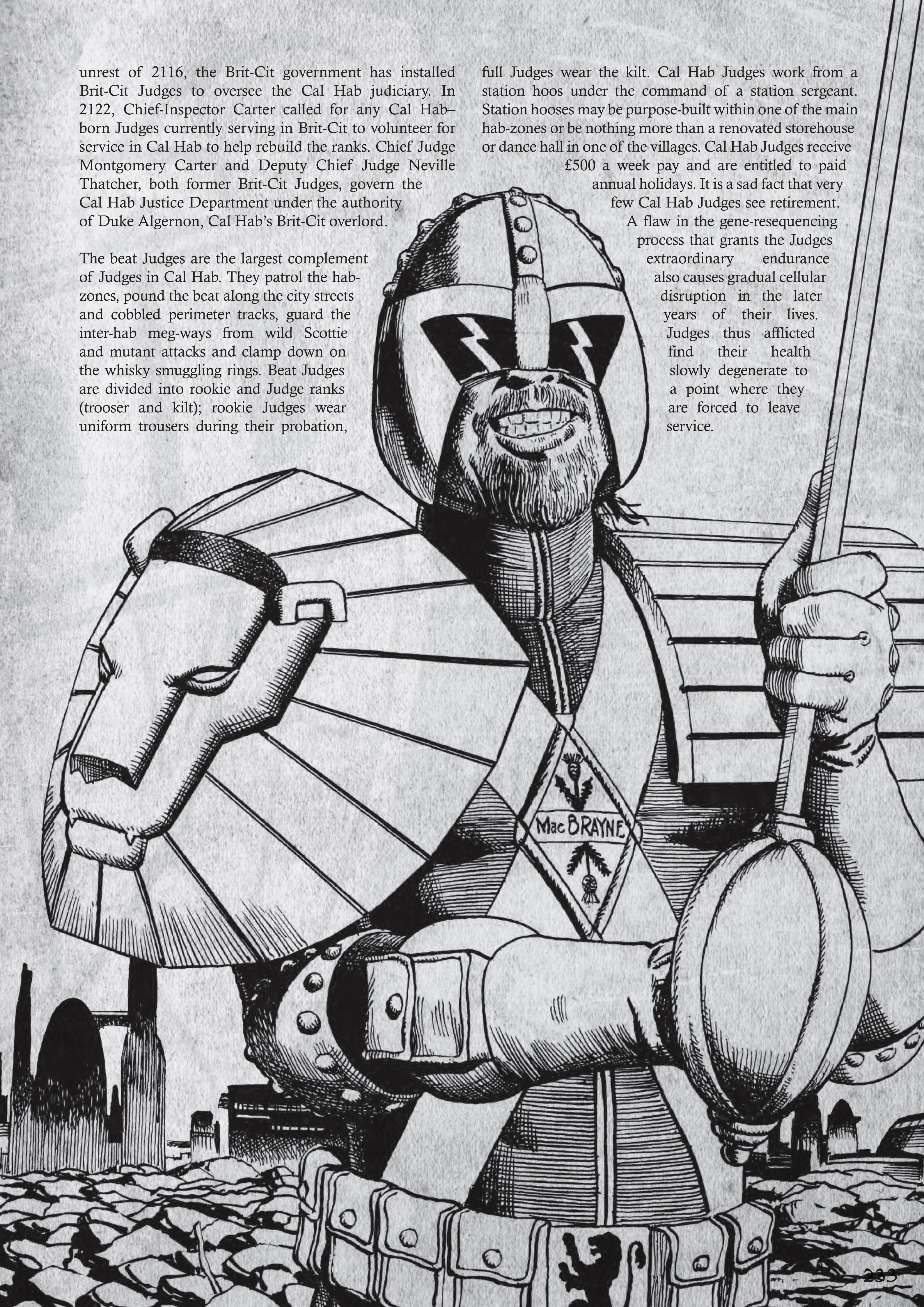
Glascal is the capital of Cal Hab, a mixture of the old and new, with many of its buildings dating back 500 years. Tourism forms a major part of Glascal's income. Glascal's landmarks include:

- River Clyde Docklands, a run-down district of the city once known for its shipbuilding facilities, now the haunt of smugglers and other less desirable members of society.
- Glascal International Hoverport, the largest in Cal Hab.
- Hogmanay Square, a vast public space where thousands of Cal Habbers flock every December 31st to drink in the New Year.
- Wallace Heights, a series of tenement cityblocks, pre-atomic ruins and public houses, a hive of anti-Brit-Cit sentiment and McWallace sympathisers.
- Wellpark Brewery, the most beloved of all Glascal's buildings.
- High Court of the Judiciary, headquarters of the Glascal Justice Department and home of the Academy of Law.

CAL HAB JUSTICE DEPARTMENT

Cal Hab Judges are organised along lines similar to those of Brit-Cit Judges. To prevent a recurrence of the social unrest of 2116, the Brit-Cit government has installed Brit-Cit Judges to oversee the Cal Hab judiciary. In 2122, Chief-Inspector Carter called for any Cal Hab–born Judges currently serving in Brit-Cit to volunteer for service in Cal Hab to help rebuild the ranks. Chief Judge Montgomery Carter and Deputy Chief Judge Neville Thatcher, both former Brit-Cit Judges, govern the Cal Hab Justice Department under the authority of Duke Algernon, Cal Hab's Brit-Cit overlord.

The beat Judges are the largest complement of Judges in Cal Hab. They patrol the hab-zones, pound the beat along the city streets and cobbled perimeter tracks, guard the inter-hab meg-ways from wild Scottie and mutant attacks and clamp down on the whisky smuggling rings. Beat Judges are divided into rookie and Judge ranks (trooser and kilt); rookie Judges wear uniform trousers during their probation, full Judges wear the kilt. Cal Hab Judges work from a station hoos under the command of a station sergeant. Station hooses may be purpose-built within one of the main hab-zones or be nothing more than a renovated storehouse or dance hall in one of the villages. Cal Hab Judges receive £500 a week pay and are entitled to paid annual holidays. It is a sad fact that very few Cal Hab Judges see retirement. A flaw in the gene-resequencing process that grants the Judges extraordinary endurance also causes gradual cellular disruption in the later years of their lives. Judges thus afflicted find their health slowly degenerate to a point where they are forced to leave service.



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These are the hundreds of Judge Dredd fans who backed the Kickstarter project we ran to increase the range of miniatures available for this game. Without their support, many of the models that appear in this book simply would not exist. Our grateful thanks to every one of you – may your Lawgivers always fire true!

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Jade
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Guy Robbins

MAYOR OF MEGA-CITY ONE

Fuzzie Greene
David Gomberg
Robert Havoc
Joshua Ford

INDEX

A

Actions 9
After Each Fight 173
Alert Status 20
Alleyway Fighter 120
Ape Gang 55
Ape Gang Mercenary List 55
Apocalypse War Resistance Unit 68
Apocalypse War Resistance Unit Mercenary List 68
Armour 99
Armour and Armour-piercing 14, 15
Arrests 20, 37
Arrests in Campaigns 150
Artillery Weapons 20
Atlantis Geography 223
Atlantis Government 224
Atlantis Landmarks and Locations 225

B

Banana City Judge 190
Barko Brothers 18
Bases and Measuring 5
Battle of Wills 129
Beginning THE Campaign 172
Being Shot At 36
Biker Groove 117
Bikes 26
Block Life 202
Block War 141
Block Wars 215
Brit-Cit Judge 191
Brit-Cit Justice Department 47
Brit-Cit Justice Department Mercenary List 47

C

Cal-Hab Judge 191
Causes 216
Characteristics 5, 108
Charging 16
Checks 9
Chief Judge Cal's Personal Retinue 82
Chief Judge Cal's Personal Retinue Mercenary List 82
Chief Judge Hershey 162
Chopper 163
Citi-Def Mercenary List 50
City Blocks 199
Climbing and Jumping 11
Close Combat Weapons 96
Connected 113
Contents 3
Cover 14
Cover and Melee Actions 16
Crazes 203
Creating a Force 148
Creating a Hero 107
Credits 2
Crime in Atlantis 226
Critical Hits 21
Crowd Control 127
Cursed Earth Desperadoes 62
Cursed Earth Desperado Mercenary List 62
Cybernetics 100

D

Dekker's Last Stand 186
Demolition 139
Demolition Man 124
Demonic Cabal 89
Demonic Cabal Mercenary List 89
Destruction of Large Models 14
Dual Weapon Fighting 21

E

East Meg Equipment 106
East Meg Invasion Force 65
East Meg Invasion Force Mercenary List 65
East Meg Judge 191
Emerald Isle Judge 192
Encumbrance 96
Equipment 96, 99
Experience 107
Explosive Weapons 21

F

Facing 5
Facings and Fire Arcs 24
Falling 22
Fattie Stampede 60
Fattie Stampede Mercenary List 60
Fergee 163
Fighting in a Melee Action 15
Fleeing Close Combat 16

G

Galen Demarco 164
Ganging Up 16
Gang Life 208
Getting Whacked 140
Grease Monkey 112
Grenades 97
Gunslinger 121

H

Hands of a Healer 111
Healthy Body, Healthy Mind 113
Heavy Weapons 98
Heist! 144
He Knows Kung fu 122
Hiding 17
Hondo City Judge 192
Hostages 174

I

Injured Minions 150
Injuries 149

Injury Location Table 149
Introduction 4

J
Judge Dekker 165
Judge Demarco 165
Judge Dredd 165
Judge Giant 166
Judge Inspector Inaba 166
Judge Mackey 18
Judical Prodigy 126
Judicial Response 217
Just a Cheap Punk 188
Justice Department Mercenary List 44

K
Kenny Who? 167
Knockdowns 22

L
Lawmaster Mastery 128
Leader Of Men 119
Leading Mobs 37
Life in the Big Meg 197
Line of Sight 13
Lone Vigilante 73
Lone Vigilante Mercenary List 73
Luxor City Judge 193

M
Madness in Mega-City One 204
Making a Shooting Attack 13
Mega-City Crime 207
Mega-City One 196
Mega-City One Judge 193
Mega-City One Today 199
Melee Actions 37
Mercenaries 173
Midnight Surfer 118
Minions 107
Minions and Experience 108
Mobs in Campaigns 37
Mobster Mercenary List 57
Mobsters 57
Models 5
Model Types 6
More Mercenaries 151
Move Actions 36

N
Necromancer 130

O
Ongoing Close Combat 16
Oola Blint 167
Orlok 168
Oz City Judge 194

P
Parrying 22
Pistol Weapons 96
Playing a Campaign 148
Playing Judge Dredd 4
Pre-Cog 130
Psi Judge Anderson 168
Pyrokine 131

R
Raid 138
Ramming 26
Range 13
Range and Line of Sight 129
Regaining Psi 129
Renegade Robot Mercenary List 92
Renegade Robots 92
Rep 172
Rex Barko 18
Rico Dredd 169
Rifle Weapons 97
Riot Judge 127
Riots 214
Rumbles 214
Running the Campaign 172

S
Sabbat 169
Scrawling 209
Scrawl War 145
Sector Wars 216
Shoot Actions 36
Shooting into Close Combat 16
Shoot To Wound 126
Skill Talents 110
Sky SUrfer Gang 71
Sky Surfer Gang Mercenary List 71
Sneaky Does It 114
Sniper Artist 123
Special Actions 37
Spikes Harvey Rotten 170
Stan Lee 170
Street Gang 53
Street Gang Mercenary List 53
Street Rumble 136
Streetwise 112
Stunning 22
Swift and Deadly 115

T
Talents 107
Telekinetic 132
Telepath 133
Terrain 11
Terrain in Mega-City One 135
Territories 175
Texas City Judge 194
The Aftermath 217
The Angel Gang 75
The Angel Gang Mercenary List 75
The Apocalypse War 199
The Atomic War 196
The Brit-Cit Justice Department 105
The Brit-Cit Justice Department Equipment 105
The Citi-Def 50
The city's greatest Threats 40
The Dark Judges 78
The Day the Law Died: Broadcast Control 180
The Day the Law Died: Easy the Ferg 184
The Day the Law Died: The Hordes of Klegg 182
The Executioner 163
The Final, Last Stand 143
The Judge Child 164
The Justice Department 44, 100, 201
The Justice Department Equipment 100
The Mall 137
The Megaways 199
The Robot War: Hold the Line 178
The Undercity Thrives 221
Trans-dime 134
Travis Perkins 171
True Hero 116
Turf Grab 146
Turns & Phases 9
Twin Shooter 124

U
Up Close and Personal 125
Using Mercenaries 151
Using Psi Talents 129
Using Talents 110
Using Vehicles as Transport 26

V
Vatican City Judge 195
Vehicle Characteristics 24
Vehicle Combat 25
Vehicle Movement 24
Vehicles in Campaigns 26
Vehicles of Mega-City One 27
Vehicles of the Justice Department 30
Victory and Defeat 10

W
War Marshal Kazan 171
Weapon Characteristics 13, 15
Weapon Special Rules 22
Will to Fight 23
Winning a Close Combat 16

Z
Zombie Apocalypse 142
Zombie Horde 85
Zombie Horde Mercenary List 85

REFERENCE

INJURY LOCATION TABLE

Die Roll	Location	Injured	Crippled	Torn Apart
1	Head	–1 Shoot	–1 Shoot, –1 Will, –1 Psi	Dead
2–4	Arm (1–5 left, 6–10 right)	–1 Agility	–1 Agility, –1 Melee Dice (minimum 1D), may not use two-handed or dual wielding weapons	–1 Agility, –1 Melee Dice (minimum 1D), may not use two-handed or dual wielding weapons
5–8	Body	–1 Agility, –1 Melee	–1 Hits (min. 1)	Dead
9–10	Leg (1–5 left, 6–10 right)	–1 Move	–1 Move, –1 Agility	–3 Move, –1 Agility, –1 Melee Dice (minimum 1D)

ARREST TABLE

Roll	Effect
1-6	**Doing Time:** The model is duty sentenced and sent to the iso-cubes. It is permanently removed from the campaign.
7-8	**Shot During Escape:** As Breakout below, but the model is shot during escape. Roll for an injury.
9	**Breakout:** The model is sent to the cubes but eventually escapes. Roll one die. On a 1-3 it misses one game before returning to the force. On a 4-7, two games are missed and on an 8 or more, three games are missed.
10	**Escaped:** The model ships out of the clutches of the Law on its way to the cubes. It returns to the force immediately.

GENERAL EQUIPMENT

CLOSE COMBAT WEAPONS

Weapon	Damage	AP	Special Rules	Cost
Axe	1	–2	—	10
Cleaver	2	–2	Parry	30
Club	1	0	Smasher	5
Chainsaw	2	–3	Smasher	50
Electro-prod	Special	0	Weak	10
Fists & Feet	1	0	Weak	—
Katana	2	-4	Parry	50
Knife	1	–1	—	5
Large Club	2	0	Smasher	10
Las-knife	1	-5	—	25

ARMOUR

Armour	Armour	Cost
Anti-Mugging Suit	+5	40
Energy Shield	+8	100
Exo-suit	+4	75
Leathers	+3	5
Pad Armour	+4	10
Shell Jacket	+5	20
Sports Armour	+6	40

PISTOL WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Antique Revolver	12”	1D	1	0	Dangerous	5
Cursed Earth Eagle	15”	1D	1	-2	Limited Ammo 1	20
Electra Zap Gun	15”	1D	Stun	0	—	10
Hand Cannon	10”	1D	2	0	Power Shot	30
Handgun	15”	1D	1	0	—	10
Laser Pistol	12”	1D	1	–4	—	35
Spit Pistol	18”	3D	1	–1	—	30
Zip Gun	15”	3D	1	0	Inaccurate	15

RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Double-barrelled Stump Gun	12”	2D	1	0	Blast, Power Shot	15
High Velocity Rifle	36”	1D	2	–2	Complex	30
Laser Rifle	48”	1D	2	–5	Complex	70
Long Rifle	36”	1D	1	–1	—	20
Sawed-off Stump Gun	10”	1D	2	0	Blast, Power Shot	10
Spit Gun	20”	3D	1	–2	—	50
Stump Gun	12”	1D	1	0	Blast, Power Shot	10

HEAVY WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Flamethrower	8”	6D	1	+0	Fire, Spray	30
Heavy Spit Gun	24”	4D	2	–3	Spray	75
Laser Cannon	48”	1D	3	–5	Complex	90
Missile Launcher	60”				Complex	30
AP Missiles	—	1D	2	–6	—	30
HE Missiles	—	1D	2	–1	Explosive 3	30
Homing Missiles	—	1D	2	–2		25

GRENADES

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Concussion Grenades	10”	1D	Stun	0	Explosive 3, Weak	20
Fire Bombs	10”	1D	1	0	Explosive 1, Fire	40
Hand Bombs	10”	1D	1	0	Explosive 2	30

JUSTICE DEPARTMENT

CLOSE COMBAT WEAPONS

Weapon	Damage	AP	Special Rules
Boot Knife	1	–1	—
Day Stick	1	0	Parry
Fists & Feet	1	0	Weak
Silver Boot Knife	1	-1	-

ARMOUR

Armour	Armour
Holocaust Suit HS/1	+8
Holocaust Suit HS/2	+10
Lightweight Armour	+4
Riot Armour	+7
Riot Shield	—
Space Corps Armour	+6
Standard Issue	+5

PISTOL WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Lawgiver Mk II	18”				
Armour-piercing	—	1D	1	–4	—
Gas	—	1D	1	—	Explosive 2, Gas
Heatseeker	—	1D	1	–1	—
High-explosive	—	1D	3	–1	Explosive 1
Incendiary	—	1D	1	0	Fire
Rubber Ricochet	—	1D	1	0	Weak
Standard Execution	—	3D	2	–1	—
Lawgiver Mk I	15”				
Grenade	—	1D	1	0	Explosive 3, Weak

GRENADE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Stumm Gas Grenade	10”	1D	1	—	Explosive 2, Gas

RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Lawrod	24”				
Riot Foam	5”	1D	—	—	Explosive 2
Scatter Gun	12”	1D	2	0	Blast, Power Shot
Stub Gun	20”	1D	4	-4	Dangerous
Widowmaker					
SMG	20”	3D	2	–2	—
Scattergun	12”	3D	2	0	Blast, Power Shot

SUPPORT WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Anti-Personnel Rotary Cannon	24”	8D	1	–2	Complex, Limited Ammo 3, Spray
Cyclops Laser Cannon	18”	1D	4	–5	Complex
Lazooka	24”	1D	5	–6	Complex
Street Cannon	48”	4D	2	–3	—
Twin Bike Cannon	18”	4D	2	–3	—

BRIT-CIT

PISTOL AND RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Bumf Gun	12”	2D	Special	+0	See below
PC 101 Handgun	18”	-	-	-	
AP	-	1D	1	-4	
Standard Execution	-	3D	2	-1	
Skean-dDhu Blaster	15”	-	-	-	
Bouncer	-	1D	1	+0	Weak
Standard Execution	-	3D	3	-1	

EAST MEG ONE

PISTOL AND RIFLE WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Krashnikov 97 Carbine	24”	-	-	-	
Energy Pulse	-	2D	2	-4	Complex
Standard Execution	-	4D	2	-1	
Krashnikov 99 Sidearm	15”	-	-	-	
Energy Pulse	-	2D	2	-3	Complex
Standard Execution	-	3D	2	-1	

SATELLAT

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Satellat	-	+2	+0	-2	1D	-	+6	1

Weapons: Laser pistol

HEAVY SATELLAT

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Heavy Satellat	-	+1	+2	-1	1D	-	+8	2

Weapons: Spit gun

GAME TURN

PLAYER ONE’S PHASE

Each model takes any two actions;

- Move Action
- Shoot Action
- Melee Action
- Special Action

PLAYER TWO’S PHASE

Each model takes any two actions;

- Move Action
- Shoot Action
- Melee Action
- Special Action

SHOOT ACTIONS

- Nominate a target
- Check Line of Sight and Range
- Roll Shooting Dice, adding Shoot score to all
- Target rolls one die and adds Agility
- Roll for Armour on every Shooting Dice that beats Agility
- Deduct Hits

MELEE ACTIONS

- Move into contact with target model
- Both models roll Melee Dice, adding their Melee score to all
- Roll for Armour for every Melee Dice beats those of the loser
- Deduct Hits

WELCOME TO MEGA-CITY ONE, A CITY OF OVER FOUR HUNDRED MILLION PEOPLE AND EVERY ONE OF THEM A POTENTIAL CRIMINAL!

Stretching the length of the 22nd century American eastern seaboard, Mega-City One is the most dangerous city on Earth, with one serious crime taking place every second of every day. There are no police, no trials and no juries – only the Judges. It takes fifteen years to train a judge for life on the streets of Mega-City One. Fifteen years of iron discipline, rigid self-control and concentrated aggression.

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